

J.R.R. Tolkien's

WAR IN
MIDDLE
EARTH

INSTRUCTION MANUAL

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MIDDLE
EARTH

PUBLISHED BY



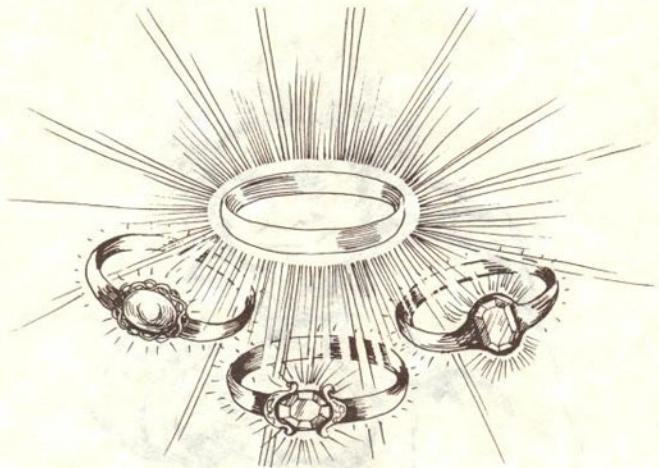


INTRODUCTION

This game is largely concerned with Hobbits, and from it a player may discover much of their character and a little of their history. Further information will also be found in the pages of the Red Book of Westmarch, so wonderfully translated and presented by the late Professor Tolkien in his works "The Hobbit" and "The Lord of the Rings."

For those who have not had the pleasure of discovering the world of Middle Earth a word or two of information regarding hobbits, and the other inhabitants of that place is in order. Therefore in these few pages we have set out a few notes providing a short history of Middle Earth, and brief notes on the races and important personages that dwell there.

In order to make this booklet easily understood, it has been divided into sections. There is an introduction to Middle Earth, this should provide those who have no knowledge of the story of The Lord of the Rings with enough background to play the game. A full glossary has also been included, this gives you further background information on each of the races, characters and places in the game. The gameplay section is divided up into controls and strategy. The former tells you how you actually play the game, the latter gives you some hints on the ways in which you may try to win. However with a game of this complexity it is impossible to give a single strategy that will work, or indeed to say that any strategy is doomed to failure. Finally we have included a biography of Tolkien and a reading list for those people who want to go on to learn more about Middle Earth. Separate from the booklet you will find a map, this has the grid reference system marked on it.



*Three Rings for the Elven-kings under the sky,
Seven for the Dwarf-Lords in their halls of Stone,
Nine for Mortal Men doomed to die,
One for the Dark Lord on his dark throne
In the Land of Mordor where the Shadows lie.
One Ring to rule them all, One Ring find them,
One Ring to bring them all and in the darkness bind them
In the land of Mordor where the Shadows lie.*

Of the Creation of Middle Earth.

There was Eru the one, and from his thoughts came the Ainur. The greatest of these were named the Valar, who were fifteen; seven lords; Manwë, Ulmo, Aulë, Oromë, Mandos, Lórien and Tulkas and seven ladies; Varda, Yavanna, Nienna, Estë, Viarë, Vána and Nessa, last there was Melkor who was the most powerful of all. To them he revealed a great musical theme. Together they sang in harmony, and from their music the lands of Middle Earth were born. But one of the Ainur, who was known as Melkor chose to sing a theme of his own creation, and so discord was brought to the land. Though the other voices tried to return the path of the theme to the original intent of Eru, it was impossible, and the lands of Middle Earth forever bore the marks caused by the discord, and ever life was marred by the evil wrought in the beginning. Melkor was banished from the Ainur and evermore he was known as Morgoth the Dark Enemy.

Alongside the Valar there were the Maiar, who were brethren to the Valar, though of lesser stature, though they were many in number. Some were drawn to the splendour of Morgoth and served his purpose, chief among these was Gorthaur the cruel, who is also called Sauron, the Dark Lord.

Of the early history of Middle Earth and the peoples who dwell there.

The history of Middle Earth is long and contains many tales, that the elves tell long into the night in song and prose. Here but a few words will have to suffice, for here we are concerned with events late in the history of Middle Earth, and the early struggles, though fascinating, are of little import save to introduce the main themes.

The first born were the Elves. Tall and fair they are, for the light of the stars is mirrored in their countenance. Elves are uniquely linked to the lands of Middle Earth, their lives are long and unless they fall in battle they are immortal, for they suffer no ills save one, a sickening of the spirit and loss of desire to live. Even then they only choose to lay down their life for a little while and spend some time in the halls of Mandos, before returning once more to the fair lands of Middle Earth.

Their history is long and full of incident and its telling must be left for others. Those who wish to know more of this ancient race should seek enlightenment in the "Silmarillion" where many of their tales are set down with an eloquence that I, your humble scribe, cannot match.

Suffice it to say that for all the wisdom that the Elves accumulate over their long lives, their pride often causes them to act rashly, and in doing so they bring added tragedy onto themselves. Fëanor created the great jewel the Silmarils, and his pride in them brought on the Elves many of their misfortunes. And Sauron was able to use the pride of the Elven smiths in their work to trick them into forging the Rings of Power.

However the Elves are staunch defenders of the lands of Middle Earth, protectors of its greatest beauty, and have stood defiant against the forces of Melkor from the beginning of time. Melkor hated them from the first, and from those unfortunate enough to be captured by his servants, he created the Orcs, a cruel race that is in all ways a foul perversion of the Elves.

Soon, however, they were joined by the Dwarves, or Khazad as they called themselves. They were created by Aulë the Valar smith from the very hearts of the mountains. Indeed he made them before Eru created the Elves. But when Eru saw that Aulë had created the Dwarves out of love and not malice he added them to his plan, yet he would not let them appear on the Earth before his chosen people the Elves, so he caused them to sleep under the mountains until the Elves were established.

Dwarves were a strong and valiant race, yet as they were created without the aid of Eru they lack the grace of Elves and Men, they are short and stunted, but do not doubt their bravery, their craft – for they are the finest of all miners, masons or stone carvers – nor their pride, or skill with arms.

When Yavanna created the trees and other plants, she also called into being the Ents, who were shepherds for the trees. These gentle creatures live their lives at the same pace as the trees they guard, though when they are roused to anger they are powerful opponents for they have the strength to break stone and metal. The Elves taught them speech, as they taught the other races, and Ents delight in language of all forms.

Melkor's envy turned to the Ents as well, and he created the Trolls, who were to stone what the Ents were to Wood. Yet as with all Melkor's creations they were a perversion of the original, they are witless creatures, who kill for pleasure.

Last of the main races came Man. Man was ever mortal, unlike the Elves. However in ancient times his span of years was much greater than it is at present, though even then mankind was shortlived compared even to the Dwarves. However what mankind loses in lifespan he more than makes up in numbers, and it is mankind who is the destiny of Middle Earth.

Thus were the races made. Strife was ever present in the land, as the free people struggled against the powers of darkness. Many men fell under the influence of Melkor and fought alongside his other spawn against the Dwarves, Elves and Men.

Eventually Melkor was defeated, though the Valar had to intervene in the course of the World. Melkor was banished, but Sauron fell at the feet of Manwë and pleaded for mercy. Believing he had repented, the Valar allowed Sauron to remain in Middle Earth. As mankind had suffered terrible losses in the battles against the enemy the Valar created for them an island in the ocean, half way between Middle Earth and their Underlying lands. This was the land of Númenórë. Here men prospered, for most had some elvish blood in their ancestry, so the people of Númenórë lived long and grew powerful. Mighty seafarers, their ships carried trade to all parts of Middle Earth.



Of the Rings of Power.

After Melkor had been cast into the void by the Valar, his servant Sauron took on a form that was fair of countenance, and called himself by the name Annatar, which means the giver of gifts. Now it was in the twelve hundredth year after the casting of Melkor to the Void, that Sauron appeared to the Elven smiths, and with fair words he persuaded them to make various magical rings. Nineteen rings were made, nine he gave to the Kings of Men, seven to the Fathers of the Houses of the Dwarves and three to the Lords of the Elves. He then returned to his home in Mordor and went to Mount Doom, where the very earth is cracked open, and the fires inside can be seen. In these great flames he forged the One Ring. Into this ring he put the greater part of his power, for with it he hoped to control the lesser rings and rule all of Middle Earth.

Now when Sauron placed the One Ring on his finger, the Elves at once knew him for who he was. Therefore they hid the three rings from him and raised a great army and made war on Sauron. But the forces of evil were large, and the Elves were driven back. Yet when it seemed that Sauron must be triumphant the men of Númenóre arrived, and in such force that there was no way any could stand before them.

So Sauron seeing that there was nothing to be gained by force of arms, resorted to subterfuge, and surrendered himself to the Númenóreans. Though he was taken back to the island in chains, his glib tongue soon loosed his bonds, and he became the King's closest advisor.

His influence corrupted the whole land, temples were built to Morgoth, and eventually he persuaded the men of Númenóre to sail against the Undying Lands.

But the might of the Valar is not to be trifled with. They reshaped the world, withdrawing the Undying lands beyond Middle Earth, and they covered the isle of Númenóre with the sea. Sauron's body was destroyed, but as his power was contained in the One Ring he was able to survive even this loss.



Of the Lands of the West.

Few Númenóreans escaped, but those that did took the name Dúnedain, The Men of the West, and founded two great kingdoms the Middle Earth. These were Gondor in the South and Arnor in the North. But some of the followers of Sauron also escaped the fall, they were called the Black Númenóreans, and they founded the pirate city of Umbar.

Not all men had gone to Númenóre. In the west the men of Dunharrow had built fine cities. In the eastern lands of Rhûn and the southern lands of Harad, there were many tribes that followed Sauron, the Balcoths, the Wain Riders, the Easterlings, the Haradrim and the Southrons.

But Sauron was not defeated, with the power of the ring he made a new body, and led his troops from Mordor once again. Gil Galad the elf, with Elendil the Dúnedain and his son Isildur, led the last great alliance of the men of the west and the Elves. The men of Dunharrow, though they had pledged allegiance, broke their word and refused to fight. Gil Galad and Elendil fell in battle, yet the day was won. Isildur cut the ring from Sauron's finger, though in doing so he broke his great sword Narkil. On losing the ring Sauron could no longer maintain his body, and he was no more than a shadow.

Yet all was not won, for as Isildur returned from the battle to his home in Arnor, he was ambushed by Orcs and the Ring fell into the great river Anduin and was lost.

Of Hobbits.

Little has been said yet of Hobbits, mainly because they have yet to enter the story, but now they make their appearance, and in this final act they are to take the centre of the stage. Hobbits are a little people, and their ancestry is uncertain, for they do not figure in any of the tales of earlier time. Yet they are known to be unobtrusive and may well have been living their peaceful lives, unnoticed.

Whatever reason is given for their earlier obscurity, it is known for certain that shortly after the defeat of Sauron the Hobbits had appeared and at least one large group were living by the banks of the Anduin. Now one day, shortly after the death of Isildur, two of the Hobbits were out fishing on the river, when one noticed something bright in the river, he dived in and came up with a ring. The other, who was named Sméagol, said, "Give us that, Déagol, my love". "Why?" "Because it is my birthday, and I wants it." So it was, but Déagol had already given a present, and it was more than he could afford, but Sméagol strangled him and took the ring, though whenever he was asked later he always claimed it was a present, at least until pressed hard for the truth.

When he wore it, he found no one else could see him. So he learned secrets, and used them to create mischief, till the other Hobbits turned him out of their hole, and he wandered through the land. Finally, he ended up living in the tunnels of the goblins under the Misty Mountains, eating raw fish caught with invisible fingers. And though he withered, and grew stretched, the ring kept him alive, and took hold of him. It was his precious, and he talked to it, till he almost forgot his own name and was only known by the one sound he repeated, a hollow sound, Gollum.

The other Hobbits continued their journeys across Middle Earth, until they reached the peaceful land of the Shire. Here they settled and continued to prosper, living in their traditional holes, with the good rooms looking out of the hillside, and the store rooms deep inside the cool earth. Eating four meals a day, with snacks to fill up the cracks. Or enjoying a pint or three of ale, perhaps aided by smoking a pipe full of pipeweed, a habit it is said they introduced to wizards and kings. But aside from this one invention, they seem to have little to do with the main flow of events, yet not all is as it seems.



Of Wizards and the Despite of Sauron.

Now the Valar did not rest with the fall of Númenóre, they sent five of the Maiar to Middle Earth to continue the fight against Sauron, these were the Wizards, and they took the form of old men, with white beards, each carrying a staff.

Sauron too did not rest, though he had no body, he took the form of a great eye, like that of a cat, red and evil. Through his servants, the nine Nazgul, who were the ringwraiths who once had been kings of men, he spread his evil throughout the world. In the north, the Witch Kingdom of Angmar was founded, ruled by the lord of the Nazgul, and its forces destroyed the Dúnedain kingdom of Arnor, and the kings of Arnor, the heirs of Isildur, were reduced to wandering in the woods. In the south the kingdom of Gondor was hard pressed, and its king was killed, leaving no heir, so Gondor is now ruled by a steward, awaiting the return of its rightful ruler to reclaim the throne.

Hard pressed by the enemies that surround it, Gondor nearly fell to the Easterlings and the Balcoths, only the arrival of the Horse Lords from the north saved the kingdom. So these flaxen haired warriors, the sons of Eorl, or the Rohirrim were granted the northern part of the kingdom as their own, and these plains are now the land of Rohan.

Isengard, the Northern fortress of Gondor, has been given to the Wizard Saruman to hold against the wrath of Sauron. The lands of South Gondor are a desert waste, yet though it is much reduced, Gondor is still a great power, bastion of the west against the might of the Red Eye.

Of the other Wizards, two have passed into the East and out of this tale, though one cannot say what aid they have given the West through their work. Radagast makes especial study of plants, birds and animals, speaking their tongues. The last, Gandalf Greyhameis, is of most account in our story. He travels far and is known to many. He aided the Dwarven king, Thorin Oakenshield to reclaim his kingdom in the lonely mountain from the dragon Smaug, by providing him with a Hobbit burglar. Among their many adventures on the way, Bilbo, the Hobbit, found a ring and then met Gollum. After a set of riddles, Gollum failed to guess what the Hobbit had in his pocket, until it was too late. Then he discovered that his precious was missing. Somehow Bilbo escaped, and eventually brought the ring to the Shire, but Gollum hates Bagginses for ever.

Gandalf has been studying Ring Lore, and eventually learned that the ring that Bilbo acquired was the One Ring. Bilbo had left the Shire, to go wandering, but Gandalf made him leave the Ring behind. It and his hole, Bag End, have passed to Frodo, and with it the fate of the world.

Of Recent Events

On Gandalf's orders, Frodo has set out from the Shire, bearing the Ring. Though he intended going alone he has brought along three companions, his servant Sam Gamgee, and his two childhood friends, Merriadoc Brandybuck, more often called Merry, and Peregrin Took, Pippin.

Their journey has not been without incident. Gandalf did not arrive to accompany them, although he had promised that he would. The Black Riders followed them from the Shire itself, indeed they had called at Bag End just as the Hobbits left.

The quest nearly came to grief before it had begun, when they had to be rescued twice by Tom Bombadil. Firstly in the Old Forest on their first day outside the Shire when Pippin was swallowed by Old Man Willow, an evil tree, and then for a second time when they were caught by the barrow-wights. However, from the barrow-wights' treasure they all gained ancient swords of Númenórean manufacture.

After that they reached Bree safely, where they were joined by Strider, a ranger of those parts, who revealed himself to be Aragorn, son of Arathorn, bearer of the sword that was broken. Strider's experience saved the Hobbits from another attack by the Black Riders, whom he identified as the Nazgul.

From Bree they set out along the Great East, to Rivendell. At Weathertop, they saw Gandalf's marks showing he had recently been there. The Nazgul attacked again, and Frodo could not resist the temptation to wear the Ring. The Nazgul attacked and Frodo was wounded. Fortunately the Nazgul were only five in number not nine, for Gandalf had drawn off the other four, and the Hobbits and Aragorn managed to drive them off. But the Nazgul's knife was left in the wound, and Frodo was fading fast.

All speed was needed to reach Rivendell, and the Elven Healers. The Last Bridge was not held against them, and they did not see the Riders, till the Fords of Beruthien, just outside Rivendell. Here Gandalf managed to catch the Riders in the river, and with a great spell, he caused spirit horses to come forth from a giant wave, and these carried off the Nazgul, drowning their horses and destroying their clothes, leaving them formless, to crawl back to Mordor.

After Frodo was nursed back to health, a great council was held. After all had spoken, it was concluded that the only course was to try to destroy the Ring in the cracks of Mount Doom itself, in the very heart of Mordor. This was fraught with peril, for it meant taking the Ring into the very heart of the evil land. If the Ring should fall to Sauron, he would have the power to take over the world. There was nowhere safe where the Ring could be hidden, for any who held it would be tempted to use its evil and set themselves up as a new Dark Lord, and there is nowhere in Middle Earth where Sauron could not reach to find the Ring. But with the Ring destroyed Sauron's power would fail, and peace would be restored.

In Rivendell there are many great heroes who could aid the quest: Legolas, son of Thanduil, the king of the Sylvan Elves of Mirkwood; Gimli the Dwarf, son of Gloin of Erebor the companion of Bilbo and Thorin (Gloin is there also but too old for active adventure); Boramir, son of Denethor the Steward of Gondor; and not least, Gandalf.



LOADING THE GAME

Turn on the computer and insert Disk A. Type LOAD "*",8,1 then press return. The program will load and run.

CONTROLS

When the title screen picture appears you may start the game with the default options or you may choose to define your own key controls and/or select a more difficult level of play. Press the 3 key for the default keyboard setting and level of play. The Keyboard commands default to: Q=Up, A=Down, O=Left, P=Right, Space bar=Fire.

To redefine your own key controls, press the 1 key. When defining your own keys you may choose any keys except R and S.

R (on the Campaign level map) enters the Ring Menu.

R (on the Full map) toggles music off. Use ESC to toggle it on again.

S skips the manual control battle sequence

You may choose to increase the difficulty of play. When you do this your opponents, become more powerful thus battles will become more difficult. To select a more difficult level of play, press the 2 key. Each time you press the 2 key the number representing the level of difficulty (in the lower right corner of the screen) will be increased by one until you reach fifteen, then will begin again at one.

COMBAT

When a combat occurs, Campaign time is stopped, and the screen displays the campaign map with a pair of crossed swords at the sight of the battle. Push the joystick up to view your forces, *left or right* to view those of the enemy.

Fight Mode

Once the clock on the Middle Earth Map display has been started, fight mode will be triggered when two or more opposing forces move into the same position on the Campaign Map. The start of fight mode is announced by the message PREPARE FOR BATTLE above the summary of the details of one of the groups involved. At this point, you may press fire to move into the battle scene or you may skip the battle scene by pressing the S key and the results of the battle will be displayed on the screen. (It would be best not to use the skip battle option if the Ringbearer is involved, as he may well be killed and the game lost.)

If you press fire to move into the battle scene, the cursor is replaced with the selection cursor. Every person, or even Hobbit, Dwarf, Elf and Orc involved in battle has their own figure on the screen, though of course as the screen only shows part of the battle, they may well be out of view. Your forces are immobile until attacked or ordered. If they are attacked they will respond, however they will not initiate combat.

Your forces will start the battle massed on the right of the screen, those of the enemy on the left. In the centre of the screen the forces will mix. Terrain does affect combat. If you are fighting from a favourable position, such as within a fort such as Helm's Deep, your

troops get a bonus on their energy. This means that they need to be hit more often before they are killed. Unfortunately if you attack a fortress such as Morrannon or Dol Guldur the Orcs will gain a defensive advantage.

There are two methods of controlling your forces, you can give orders or directly control a character. On the battle screen movement and control is along the diagonals.

Up and Right

Up and Left

Down and Left

Down and Right

To order a character, position the cursor under him and press fire. To indicate that you are under a character the cursor will change to light blue. At the bottom of the screen the message "Select an Enemy for me to attack" will appear. If the selected character is actually an enemy the message "Not allied to the Fellowship" will appear. If you are not correctly under a figure the message will read "There is nobody here."

Once you have correctly selected a character, position the cursor under an enemy and press fire. Again when you are under a figure it will change colour. If you correctly select an enemy the message, "New destination selected" will appear. If you select one of your own forces, the message "You cannot attack a friend" will appear. If the cursor is not centered under anyone the message "There's nobody here" will appear. In either case you need to select a new opponent. If you correctly select an opponent, your character will move to him and attack.



To control a character directly, place the cursor over him and press fire twice. The cursor will change to violet. He will now move under the control of the joystick or the keys. As soon as he encounters an enemy he will start to fight and the battle cursor will reappear.

To get out of any sequence of controls press the escape key.

By ordering your forces to attack efficiently you can influence the outcome of the battle. You will have to discover the best tactics to minimize your losses in these encounters if you are going to be successful.

The battle will continue until all the forces on one side are dead. At the end of the battle follow the on screen instructions, and you will return to the Campaign Map. The cursor will be flashing at the point where the battle took place and can give your units new orders.



Avoiding Combat

The Ring Bearer has the option of wearing the Ring. If you do not want to fight then press R. He will put on the Ring and disappear. This enables him to sneak away from the battle and he will appear on the next square of the Campaign Map. He may do this at any time even if he is fighting an enemy.

Of course wearing the Ring is not without its disadvantages. Firstly it greatly increases the effect of the Ring — your virtue will decrease at a much greater rate than if you were just carrying the Ring. Secondly although the Ring makes you invisible to normal creatures, such as Orcs, it makes you highly visible to Nazgul — if there are any on the Battle Field they will select the Ring Bearer as their target, ignoring everyone else on the field of battle.

PLAYING THE GAME

You must make the decisions that will lead to the Ring safely reaching Mount Doom. Besides controlling the Ring bearer and his party, you must command the armies of the west, and use them to keep the forces of Mordor from the Ring.

To control everything, from the overall disposition of the troops to the actions of individuals in a battle, three levels are used. These are the Middle Earth Map, the Campaign Map, and the Battle Screen.

The first few times that you play the game, you may well not be able to see how individual decisions affect the overall outcome of the game. However as you become familiar with the game, you will see how patterns develop.

Middle Earth Map.

This displays the whole of Middle Earth on the Screen. Along the left hand side of the screen there is a list of commands. There are File, Memo and Time. In the middle of the map there is a gauntleted hand. This is the cursor, to select any action simply position the finger over the desired point, using the joystick or keys. Friendly units are displayed on the map as dots.

File

Positioning the cursor over the FILE icon will switch the display to a menu which allows you to load or save the game position, return to the map, or exit from the game to the BASIC environment, resetting the machine in the process.

Memo

Gives you further information on the state of the game, position the cursor over the command and press fire. Any messages will scroll across the screen, press fire to stop.

Time

Sets the game in motion. Campaign time is shown on the scroll underneath the command. Once time is started, all friendly units will start to follow their orders. Sauron's unit will also start to move. Eventually they will come into conflict. Time will stop and Middle Earth Map will be replaced by the Campaign Map. The location of the battle is shown by a crossed pair of swords. This gives you a chance to examine the forces at your disposal and those you will be fighting, when you are ready press fire and you will go into the battle screen.

If you want to stop time after you have started it, move the cursor back onto the map and press fire. This will take you to the campaign map.

You command all the free peoples, most of the units have orders that they will follow, however, these will not take long to carry out. The Ring bearer and the other characters will stay in Rivendell until you order them to move. However as soon as time is started the evil forces will start their actions under computer control. So before you start time running look at your forces and give them their orders. To do this you must use the Campaign Map.

CAMPAIGN MAP

To examine any area of Middle Earth in more detail just position the finger over the area you want and press fire. This takes you to the Campaign Map. This is the same map but on an expanded scale, allowing more features to be shown. This map gives you much more detail of the geography, showing hills, mountains, passes, rivers, roads, woods and towns. Friendly units are displayed on the map as shields. A unit can be a single character, such as Frodo, Aragorn or Gandalf, or it may be a body of troops. Each shield represents all the units on a single point, this is called a stack.

To examine a unit position the cursor over the shield and press fire. A window will appear in the centre of the screen giving you the details of the first unit in the stack. If you want to see who else is there, you need to press fire again, and move the joystick up or down to display each occupant in turn. It is advisable to check each location to make sure you know exactly who is where.

For each unit you are told,

Title	Either their name, or a description, e.g. a company of 002 men.
Who is in command	"Man in command" etc. means no commander set.
Destination	Where they are going.
Energy	This is used up walking and by being hit in combat. The higher the better.
Determination	How long they will keep going.
Steadfastness	How fast their energy is used up.
Virtue	How long they can hold the ring.
Bravery	The braver you are the more often you will hit in combat.
Strength	How much damage you do to an opponent when you hit.
Allegiance	Fellowship, the good guys; Mordor, Sauron's troops or Orthanc, Saruman.

In order to give a unit an order, press fire twice while their details are displayed on screen. This causes another window to open, giving you a choice of five options. Select the desired choice and press fire.

Return	do not give a new order.
Set to Destination	go to a specific destination, you are offered a second menu giving you the choice of applying the order to the individual unit (individual) or all the units in the stack (everyone).
Set to Join	orders unit to join another unit's company.
Set to Follow	orders unit to follow another.
View Portrait	Display portrait of the group's leader.

When any of the Set to orders is selected, the cursor will change to a flashing Maltese Cross. Position this to the desired place and fire.

Obviously a destination can be any point on the map. Simply position the cross and press fire: When Campaign Time is started the unit will move to that point. It will not move in a straight line, instead it will take the best route, taking the terrain into account. Therefore it will detour around mountains, and if there is a road it will take that.

Each unit will move at its own speed, they will not wait for slower units in the stack, until they reach their destination.

A unit may only join or follow another unit. Position the cursor over a shield and press fire. The cursor will stop flashing, and you can run through the occupants till the desired unit is displayed. Press fire again, and you have completed the order. When campaign time starts, the first unit will follow/join the second.

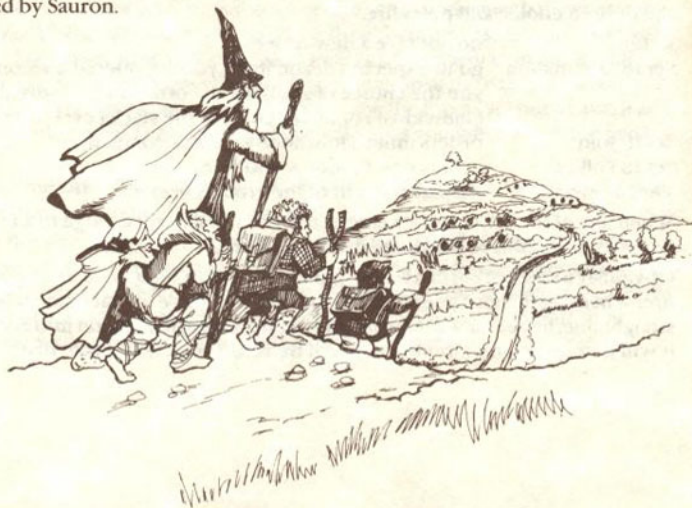
In View Portrait mode, you will be prompted to insert game disk 'B'. Insert the disk and press FIRE: the game will then load and display a portrait of the group's leader and a brief description of the character. Portrait mode is exited from by pressing FIRE to skip to the second screen, which prompts you to replace disk 'A'.

The Ring

The character carrying the Ring (at the start of the game this is Frodo), is indicated on the details menu by a Ring after his name. You may give the ring to another character who is in the same position as the current Ringbearer. To do this press R while on the details menu listing the details of the character that you wish to give the ring to. (The magnifying glass icon must appear on the screen in order to do this). After pressing the R key return to the Middle Earth Map and move the cursor to the time icon then press fire to start the clock. You make the move to the memo icon and press fire to receive a message confirming that the Ring has been transferred.

Encounters

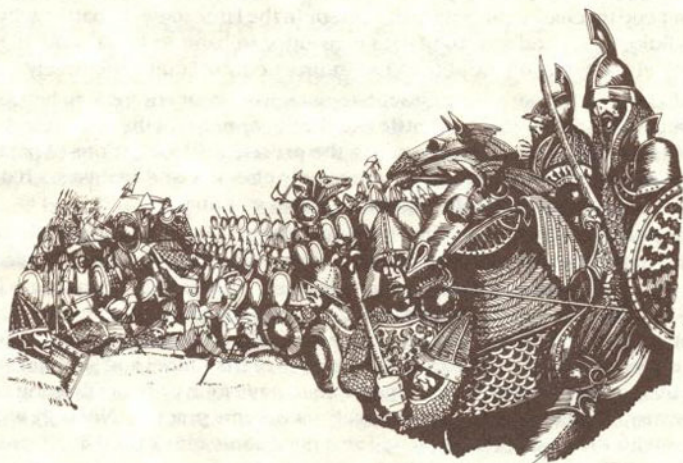
If any of the friendly forces meet a neutral character, the game will enter Encounter mode, which is similar to combat mode except that you will simply be able to meet the character, who will tell you where one of the three Palantiri is located. possession of one of the Palantir means that a third of the enemy forces (those not directly commanded (Saruman or Sauron) will be visible on the Campaign map; acquiring second palantir will reveal Saruman's forces, and owning all three will reveal all hostile groups including those commanded by Sauron.



Concerning the ways of Orcs, the Schemes of Sauron and how to destroy the Ring

Advice to bold adventurers.

The Dark Lord, Sauron, wields great power in Middle Earth and holds under his sway many regiments of foul and bloodthirsty Orcs. Yet even Sauron is not unassailable as those who have read the account of the War of the Ring in Professor Tolkien's book will well know. Those who so choose can make the same decisions as were made in the book and recreate faithfully the footsteps of Frodo Baggins and the Fellowship of the Ring but you will find that success is by no means certain and that this path, like any other, is fraught with danger. Sauron's plan of war is flexible and changes subtly each time you play the game. Likewise, to succeed, your plan of war must be flexible too.



IN THE THICK OF BATTLE

In battle, your men will fight where they stand, without further instructions from you, but this is not the best way to kill orcs or to safeguard your warriors. Even in a hopeless situation, your battle tactics will determine just how many orcs are slain in the attempt.

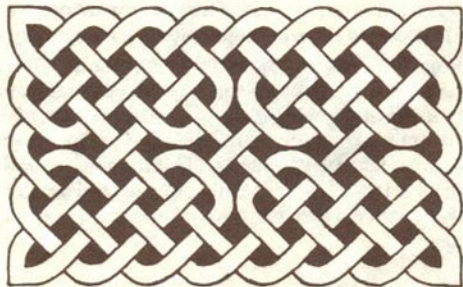
As in most battles, the greatest advantage lies in concentrating your forces. Where one orc is fighting one man, neither has any special advantage apart from their own inate strength and skill. When one orc is fighting two men, the chances of the orc killing a man remain the same but the chances of the men killing the orc increase substantially. For example, if each of the men had a 10% chance of killing the orc individually, fighting together they would have a 10% chance of killing the orc and if there were three of them, it would become a 27% chance. Likewise, two or three orcs fighting just one man gain a considerable advantage.

In battle, then, the main priority is to engage each orc from as many sides as possible and to do this you must try to bring as many of your troops as you can into the front line. Even this task requires some thought. During the early stages of a battle, the orcs will be moving fast across undefended areas to get at your men and there is hardly any front line to speak of. If you mobilize men too close to the orcs, you'll find that a waste of time because the orcs will probably attack them anyway. If you mobilize men too far away from the orcs, it will take them a while to journey across the battlefield, meanwhile the orcs may have moved on or may even have been killed! The best policy is to mobilize nearby men that are not likely to be attacked immediately by the roaming orcs.

The next problem is how to mobilize them – do you use direct control or indirect control? In the early stages of battle, whilst the orcs are streaming across the battlefield, direct control is the best option. Although you have to steer the warrior to his destination (which sometimes means detours), you can alter his course according to the flow of battle and don't end up chasing orcs with the cursor in the later stages of battle, which are generally less fluid, you'll find groups of orcs embroiled in hand-to-hand combat. Since these are relatively static, you'll be able to use indirect control quite effectively.

In the longer battles, you'll have time enough to maneuver your troops into battle formations. Due to the ebb and flow of battle and the movements of the orcs, your battle formations will be rough and ready rather than the precise drill formations of parade ground armies but some formations can be extremely effective and against such deadly creatures as the Nazgul. Fighting in formation is almost essential.

The simplest formation is the straight line of troops. Single orcs encountering your line will always find themselves outnumbered 2 to 1. However, as soon as a horde of orcs throws itself against your line, that slim advantage is lost. Worse still, the orcs are forced into a line too and cannot easily be outflanked. A much more effective tactic is to form a V-shaped funnel into which the attacking orcs are channelled. The deeper into the funnel they march, the easier it gets for you to close the ends of the funnel and surround them. Using this tactic against a lone Nazgul, it's possible to have four warriors fighting against him simultaneously. To use formations effectively takes some practice. Not only will you need dexterity with the joystick but you will also need some quick thinking if you are to respond in time to the rapid flow of battle, constantly adjusting your formation as sections of your lines get knocked out. But, if you want to slay as many orcs as possible, formation fighting is the way to do it.



THE SCHEMES OF SAURON

As your armies and heroes march through Middle Earth, they will doubtless encounter roving bands of orcs and be forced to battle for their lives. Although the movements of the Enemy's armies always remain hidden, they are not random: there is a pattern to the schemes of Sauron and even a passing knowledge of this pattern is of great value.

Sauron, in his evil wisdom, has divided his armies into two groups, the assault armies and the hunting armies. The hunting armies roam Middle Earth, tracking down particular individuals. The Dark Lord, for instance, has assigned to 3 Nazgul the task of hunting down Gandalf. The assault armies follow Sauron's complex campaign plan which assigns them each a series of objectives to take before the final assault on Minas Tirith itself.

Even Saruman and the orcs he controls have a part to play in the Dark Lord's plans, but Saruman's assault armies follow a separate campaign plan with more limited objectives, the bounds of their movements lying largely within Rohan and Gondor.

The campaign plan of Sauron is intricate in its detail and space only permits the broad outlines of his plan to be given here. The Dark Lord has marked out over sixty different objectives for his armies to take and secure. To allow his commanders some flexibility in the field, each objective is followed by two other objectives, either of which the commander can choose to attack as he sees fit. Even the Dark Lord himself cannot say which particular routes his armies will take when the choice arises and here lies the subtlety of his plan, for he knows that the Lady Galadriel has the power to look into his mind and know his thoughts. His plan is flexible enough to be unpredictable but by carefully laying out the spider's web of objectives, he can be sure that his strength is eventually brought to bear against those strongholds he desires most.

The final destination in Sauron's web of objectives is Minas Tirith, but before reaching this goal, his armies can range far and wide, from Dol Amroth in the south to Dale in the far north, from the fair glades of Lothlorien to the Gray Havens in the west. Where the web is thickest, the armies of Sauron are more likely to be found. There are three main areas that Sauron concentrates on: the villages of the Shire in the north, the triangle of Helm's Deep, dol Amroth and Minas Tirith to the west of Mordor, and the towers and fortresses of Mordor itself. The broad sweep of Sauron's plan is shown on the map, though much of the detail has, of necessity, been left out.

There are a number of useful hints given by this plan. Notice, for instance, the two way route through the Mines of Moria. The gate at each end of the Mines of Moria is a further objective from the other gate. Often, this means that a band of orcs will march through the Mines of Moria to the far gate and then, as soon as they reach that objective, select one of the two further objectives which just happen to be the gate they have come from. So, a band of orcs may spend some time just marching back and forth through the Mines. In this way, the Dark Lord keeps the passage through the mountains well patrolled.

Notice also the road through Mirkwood. This is a route for orc armies, but only for armies passing northwards. Armies found on this road make their way eventually either to Lothlorien or to Rivendell and thence to the Shire, since Sauron has specified no return routes but these.

It is also vital to understand the way the Dark Lord's twisted mind works. Any defeat he suffers blinds him with anger and goads him to seek revenge, distracting him from his

master plan. For each army of his that is destroyed, Sauron will send a fresh army to hunt down the victor. Only when vengeance is fulfilled will that army then turn back to Mordor and begin to follow Sauron's campaign plan. The more successful one of your armies is, the more it will be hounded by Sauron. One tactic, knowing this tendency of Sauron's, is to draw off Sauron's strength by marching a successful army into the wilderness, with a trail of avenging bands of orcs doggedly following it.

PLANNING YOUR CAMPAIGN

From the Journal of a Brave Adventurer

There are many ways to defeat Sauron and we're not going to suggest an instant recipe for success, more a collection of ideas that will help you on your way.

My own first hope of victory came in an unorthodox campaign. I ignored the advice given at the Council of Elrond and decided to escort Frodo to the rim of Mount Doom with armies of elves, men and dwarves as well as Gandalf and the rest of the Fellowship, risking defeat at the gates of Mordor. The Fellowship headed east from Rivendell to a rendezvous with Thrandull's elves at the bridge over the River Anduin. From there, the army continued east into Mirkwood to a further rendezvous with the Men of Dale and the Dwarves of the Iron Hills at the place where the road forks south.

Having waited some time for all the contingents to arrive, the combined army marched south along the road through Mirkwood, keeping both a vanguard and a rearguard on the road and the Ring Bearer snugly in the middle. The march was slow and careful, the objectives being set day by day to keep the many contingents in good order. Occasional assaults by orcs were fought off with relative ease and as the army finally emerged from Mirkwood, its ranks were swelled yet again by Caleborn and the Elves of Lorien.

Finally, at the Gate of Morannon, after a furious battle, the army breached the defenses of Mordor and streamed across the plains towards Mount Doom. Undeterred the army reached the very foothills of Mount Doom, with Frodo still bearing up well after his long journey with such an onerous burden. Sensing victory at hand, I decided, just for curiosity, to send Gandalf to Barad-dûr to find out what was happening there. As soon as he left the army I had gathered at the foot of Mount Doom, the army was attacked again and again by hordes of orcs. It weathered the first massive assault. Weakened but still standing firm, it weathered the second assault. Then, on the third assault came the massacre; all, including the Ring Bearer, perished in the battle and my hopes of victory were dashed at the very last moment! Had I been less rash and kept Gandalf with the army, I would have probably won a famous victory. So much for curiosity!



Here then, instead of risky recipes are some happy hints.

GANDALF

Gandalf has staggering power in battle and is the only character you control who is capable of defeating the Nazgul, Saruman or Sauron in single combat. Just Gandalf on his own can wipe out an entire company of orcs. So, Gandalf should be used wherever the need is greatest. If you are trying to sneak Frodo into Mordor undetected and virtually unaccompanied, Gandalf is best employed at Minas Tirith. If you are planning instead to escort Frodo, Gandalf makes a magnificent bodyguard!

THE NAZGUL

The Nazgul also have staggering power in battle. The Ring Bearer unaccompanied, can avoid Nazgul by taking paths that do not cross the routes of the enemy in Sauron's campaign plan. In the case of the Nazgul, discretion is always the better part of valour and the best way to deal with them is to avoid them entirely. They are quite capable of massacring an entire army.

SAURON

Sauron, like the Nazgul, is to be avoided altogether. However, he spends most of his time within the confines of Mordor itself. If he does venture beyond the borders of his foul realm, it will only be for a very short distance. There is no danger, for instance, of encountering him at Minas Tirith.

SARUMAN

Though not as deadly as the Nazgul, Saruman is a power to be reckoned with in battle. He is usually to be found within the triangle of Orthanc, Edoras and Helm's Deep, but may occasionally attempt to seize the citadel of Minas Tirith. If it is well guarded, Saruman alone is unlikely to succeed.



DEFENDING MINAS TIRITH

If Minas Tirith falls before the Ring Bearer reaches Mount Doom, all is lost. So, its defence is of vital importance. It is best defended by fresh troops. Not only are these full of vigour and strength, they also have no vengeful bands of orcs out hunting for them.

As soon as an army gains a victory in defence of Minas Tirith, it should be moved away (if the strength of the remaining defenders allows). This will draw the avenging hordes pouring out of Mordor away from the citadel and towards the victorious army.

Following this sort of plan, Minas Tirith should be heavily garrisoned in the early stages of the war, when most of Sauron's orcs are on assault missions. As more and more assaults are repelled, the emphasis of Sauron's attack turns to revenge and a much weaker garrison of fresh troops can hold Minas Tirith whilst the original defenders draw the main enemy strength elsewhere.

Always keep at least enough strength in Minas Tirith to repel a Nazgul attack.

DEFENDING ELSEWHERE

Do not be sentimental about defending other strongholds. When fighting from a stronghold, your troops will kill more orcs, but the strongholds themselves only serve to delay the final assault on Minas Tirith. It is better to preserve your strength to repel that final assault than to have your armies massacred in defence of a distant stronghold.

The Rohorrim, for instance, should not abandon Helm's Deep lightly but once the main body of their host has gathered there as a powerful army, they should begin the ride to the defense of Minas Tirith before their strength is frittered away in fighting off countless waves of orcs.

MOVEMENT IN THE OPEN

The larger the army, the more difficult it is to hold together. In the War of the Rings, the armies are composed not just of different units but of different races, making it so much the harder for the army to keep formation on a long march. The game simulates this, and you will find that the units of an army that's assigned a distant objective will quickly become strung out along the route, each unit trying to move at its maximum speed in the direction it considers best. Annoying, but realistic.

To keep an army together, you have to sacrifice speed and set it a series of much closer objectives, pausing at each one until the stragglers have arrived. If you want as tight a formation as possible, you must set its whole route square by square, which is slow but very safe.

If you want to escort the Ring Bearer and ensure that troops are always guarding him every step of the way, the best way of doing this (and keeping his speed of movement at maximum) is to send armies ahead of him to line his route. Then, as he moves along, he is passed from army to army. As soon as armies fall to the rear, they are sent to the front again. Quite often, this tactic preempts attacks by orcs and the armies to the fore or to the rear will repel the orcs before they even reach the Ring Bearer.

Movement by road is swiftest, as you would expect, but armies are likely to try for short-cuts if the road isn't straight. To keep armies on roads, each time set their next objective to the point where the current straight section of road ends. Travel by road is also less exhausting for your troops.

BEING BOLD

Sauron will not be defeated by shrinking violets – be bold! Mordor is not impregnable. The Nazgul are not invincible. Even Sauron himself can be defeated in battle. Keep Minas Tirith well guarded but look to your main objective of getting the Ring to Mount Doom. If the Ring Bearer is to succeed, the Enemy should be distracted at every opportunity, even if this means harrying him in the strongholds of Mordor itself. The player who, like Denathor, thinks only of defence is doomed to failure.

The Ring Bearer, in the book, reaches Mount Doom with only two companions, proceeding by stealth alone. This is not the only way. There is no guarantee, but Frodo can equally succeed in reaching Mount Doom escorted by a mighty enough army. The choice, of course, is yours.





GLOSSARY

A

Ages

Time in Middle Earth is counted with respect to Ages, these are long periods of time bounded by great events. The First Age of the Sun began with the creation of the Sun and the coming of men, and lasted till the expulsion of Melkor. The Second Age was the time of Númenórë. The Third Age is the Age of Rings, and will last until Sauron is defeated and the King returns.

Angmar

94N 58E

The old Witch-Kingdom, founded by Sauron and ruled by the Witch King, Lord of the Nazgul, the men of Angmar, eventually crushed the kingdom of Arnor. Its purpose served, Sauron called the Witch King back to Mordor, and Angmar passed, but it is still a blighted land. The influence of its evil is found even up to the borders of the Shire.

Aragorn

The heir of Isildur, he is the rightful king of Gondor and Arnor. A brave fighter, he carries Narkil, Isildur's sword that was broken cutting the one Ring from Sauron's finger. A powerful figure, he is a leader of men and when he claims his inheritance his presence is enough to cause others to follow, especially those who owe his favours to his forefathers. He is one of the few men of the west that Sauron fears. Until then he travels Middle Earth under a variety of names, working to overthrow Sauron.

Arnor

86-96N 50-60E

The lost northern kingdom of the Dúnedain, defeated by the Witch King of Angmar at the battle of Fornost a thousand years before the current events.

B

Balrog

These servants of Melkor were some of the most fearsome monsters ever seen in his armies, only the Dragons were more powerful, and the last dragon Smaug the Magnificent was killed by Brand of Dale. Balrogs were Maiar who had followed the evil path, and been transformed into Demons. Surrounded by sheets of flame and wings of shadow, their chief weapon was a many thonged whip of fire, though they also wielded swords, axes and maces. Most Balrogs were destroyed many ages ago when the War of Wrath destroyed Melkor, but some hid under the roots of Mountains. It was a Balrog, disturbed by the deep mining, that destroyed Moria and Killed Durin, it is said that he sleeps still in the deeps of that lonely place.

Barad-Dûr

36N 111E

The dark tower, Sauron's great fortress in Mordor. Barad-Dûr stands on a spur of the Ered Litui or Ash Mountains that form the Northern boundary of Mordor.

Bilbo Baggins

Elf friend and some-time burglar, or treasure seeker if you prefer to read the rune politely. Bilbo was chosen by Gandalf to be the fourteenth member of Thorin Oakenshield's party to reclaim the Kingdom under the Mountain. Along the way he had many adventures, not

least of which was getting lost in the goblin tunnels, finding the Ring and riddling with Gollum. He returned to the Shire a rich man, but left taking only a few essential items to wander again – leaving Bag End and the Ring to Frodo, finally ending up living with Elrond and the Elves at Rivendell.

Boramir

Boramir is the son of Denethor, the steward of Gondor, he was sent north to the House of Elrond in search of aid for Gondor as they face the threat of renewed attack by Sauron. However the aid that he seeks is not in the form of men, rather he is looking for the solution to a riddle. He is proud, brave and strong. He is a fine warrior.

Brand III

Slayer of Smaug the Dragon, Brand was honoured by the people of Dale and became their ruler.

Bree

75N 53E

Standing on the great east road that runs from the Shire to Rivendell, the small town of Bree, with its associated villages of Chetwood, Staddle, Combe and Archwood, formed a small pocket of habitation, in the middle of the wilderness. They were unusual in that Men and Hobbits lived side by side, though most of the Hobbits lived in Bree and Staddle. Regarded as slightly odd by the Hobbits of the Shire, nevertheless the arrangement seemed to please all. As it stands on a road, Bree boasted a fine inn, "The Prancing Pony", though in these times traffic along the road is not what it used to be, the inn is still well kept.

Buckland

73N 48E

On the east bank of the Brandywine River, between the river and the hedge that keeps the Old Forest back, Buckland is outside the Shire proper. Founded by the Oldbuck family, who had built Bandy Hall and changed their name to Brandybuck, it was almost their private domain. Bucklanders are regarded as slightly queer by the inhabitants of the Shire proper, though not so much so as the Hobbits of Bree. Bucklanders are more likely to be involved with boats and other innovations. Both Frodo and Merry are Bucklanders.

Bywater

78N 40E

A village in the Shire, home of the famous Green Dragon public house.

C

Celeborn

Husband of Galadriel, Celeborn is the King of the Elves in Lorien. he is one of the great Elf Lords, and his deeds form much of Elven history as it is told in the Silmarillion.

Cirith Ungol

35N 99E

The path of the spider, a route through the Ephel Duath – the Mountains of Shadow – into Mordor. This is the route Gollum took out of Mordor, and it is not well guarded by Sauron.

Corsaires

These pirates, who sailed out of the havens of Umbar in the far south in their black sailed ships aided by the power of many slaves pulling on oars, filled all who saw them with fear. They traced their origins to a mixture of Black Númenóreans, Haradrim and to rebels from Gondor.

D

Dáin

King of the Dwarven Kingdom in the Lonely Mountain, established by Thorin Oakenshield and his party of twelve Dwarves and one Hobbit. Dáin was like Thorin a grandson of Dáin I, and arrived at the Lonely Mountain with his followers in time to fight in the battle of the five armies, where Thorin fell. Thus rulership of the newly reclaimed Kingdom passed to Dáin. With his five hundred warriors, and the other Dwarves who came to the Lonely Mountain from their wandering life after the battle of the Kingdom blossomed, and Dáin can bring a large force of Dwarven warriors to the aid of the free peoples in the free peoples in the forthcoming war.

85N 100E

Dale

The Kingdom of Men, based round Esgaroth the lake town below the Lonely Mountain, ruled over by King Brand, the slayer of Smaug. With Smaug dead Dale flourished once more.

Denethor

The Steward of Gondor, which is to say, he rules the southern kingdom of the Dúnedain until the return of the King. Though there have been stewards in Gondor for nearly a thousand years, none would yet dare to declare themselves King. Denethor realises that he does not have the forces to fight the armies of the East, and sees little hope of help coming from the other lands. Therefore he has taken to trying to use sorcerous means to defeat Sauron.

24N 70E

Dol Amroth

One of the five cities of Gondor, Dol Amroth is a great port, it stands on the coast of the Bay of Belfalas.

Dol Gundur

61N 84E

The hill of Sorcery, Dol Gundur is the fortress in southern Mirkwood, that Sauron fled to after being first driven out of Mordor. Though he has now returned to Minas Morgul, Dol Gundur still remains a place of evil, inhabited by Orcs and other foul beasts.

Dwarf

At the beginning of time the Valar smith Aulë fashioned the seven fathers of the Dwarves. At that time the power of Melkor was strong in Middle Earth, so the Dwarves were fashioned as a sturdy race, unaffected by cold or heat. They are short and stocky, indomitable, persistent in any endeavour, if sometimes to the point where their stubbornness is a disadvantage. The Dwarves live deep in the mountain, mining for precious metals. Indeed, the short, long bearded, Dwarves for all their lack of grace, had a strong sense of beauty, and were master craftsmen, both with stone and metal. The Dwarves were staunch allies of the Elves, and in the early wars many were slain in battles against Melkor, indeed they were the only people to withstand the dragons for they were smiths used to the heat. But they desired the Silmarils of Feanor and their attempt to steal this led to enmity between the races of Dwarf and Elf. The greatest of the Dwarven kingdoms was that of Moria, or Khazad-dûm, of which more is said elsewhere. By the time of the War of the Ring all the great Dwarven kingdoms had fallen, and the Dwarves had become a wandering people, with a few small scattered kingdoms, like the Kingdom under the Mountain refounded by Thorin Oakenshield and Dáin Ironfoot.



E

Edoras

44N 69E

The royal born courts of the Rohirrim. Here was Meduseld, the feast hall of the Kings, with its roof of gold. Hence the King of Rohan was also known as the Lord of the Golden Hall.

Elf

The first born, the immortal Elves, were the chosen people of Eru. The Elves were tall and willowy, fair of face, they had the radiance of the stars in their eyes. Their sight is as keen as that of an eagle. They were free from pestilence, but they could be slain in battle, or perish in flames. They called themselves the Qunedi, the speakers, and they delighted in fine speech and fair song. Lovers of beauty, the Elves were skilled in craft of all forms, especially in those arts that are called magic by men. It was their craft and their pride that brought many of their troubles. Feanor created the silmarils, great jewels with the light of the trees in them, and it was his refusal to give these up when the trees were destroyed that led to many of the wars between Elves, recounted in the Silmarillion. It was the Elves that fashioned the rings of power, having been tricked by Sauron.

Elrond

The half Elven keeper of the last homely house east of the sea. Elrond was one of the greatest of the Elf Lords.

Éomer

Son of Eomund and third lord of the Riddermark, Éomer is one of the Lords of Rohan. He is the sister son of Théoden, that is to say he is Théoden's nephew.

Éowyn

Sister of Éomer, Éowyn is a shield maiden, that is to say a female warrior. Théoden however does not approve of her venturing onto the field of battle, and wants her to remain in Edoras and rule in his stead.

Erebor

87N 98E

The lonely mountain, now home of the Dwarven Kingdom ruled by Dáin, this had been for a long time the home of Smaug the Magnificent, the last surviving dragon, the story of how Thorin Oakenshield refounded the kingdom is told in "The Hobbit".

F

Faramir

The second son of Denethor, he was in charge of the Rangers of Ithilien, a special band of Knights of Gondor, who dressed in Forester's Green, charged with the defence of Gondor's borders against the forces of Mordor. Faramir was brother to Boromir, and though he had his brother's ability in battle, he lacked some of Boromir's pride.

Far Downs

77M 31E

The land immediately to the West of the Shire, settled by Hobbits.

Fornost

84N 51E

The ancient capital of Arnor, now a ruin. Called Norbury by the Hobbits.

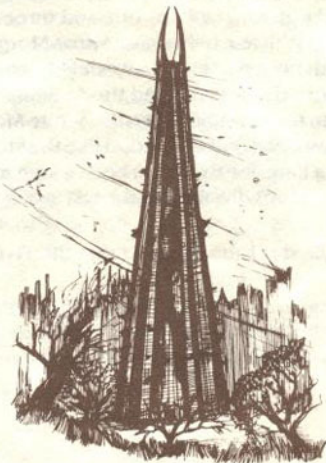
Forodwaith

100 and further North

The northern wastes, the uninhabited lands to the north of Middle Earth.

Frodo Baggins

An exceptional Hobbit, he was the heir of Bilbo the hero of "The Hobbit". When Bilbo left the Shire to live with the Elves, Frodo inherited his House and the Ring. Many Hobbits would say that his being half Brandybuck and having Bilbo's friendliness towards Elves and Dwarves made him unusual, but non-Hobbits would see the comfort-loving, food-loving, complacency of other Hobbits.



G

Gandalf

One of the Council of Five Wizards, Gandalf the Grey, as he was known by men, made especial study of the lore of rings and of Hobbits. He was involved in arranging for Bilbo to join Thorin Oakenshield's expedition to the Lonely Mountain, discovered the true nature of the Ring, and arranged for Bilbo to pass it on to Frodo. He is friend of eagles, known to the Ents, he has the ear of the Lord of the Mark, and of the Steward in Gondor. The Elves have trusted him with one of their three great rings, the Ring of Fire.

Gimli

Son of Gloin, Gimli has accompanied his father from Erebor to Rivendell, with the news that Sauron is looking for the Hobbit Baggins, once known to the Dwarves, seeking a small ring that has been stolen. A staunch fighter, Gimli's axe has shortened the neck of many an Orc.

Gollum

Gollum is a pathetic figure, it is hard to credit that this scrawny creature is of the same stock as Hobbits. Gollum came upon the Ring long ago, and though it was found by someone else, Gollum took it as his birthday present. The Ring's gift of invisibility gave him power, but made him hated. After he was thrown out by the community, Gollum drifted, till he ended up living in the Goblin tunnels, where he lived off fish. But the Ring had altered him, besides prolonging his life it had gnawed into his soul, and he now feels compelled to follow it. But he is marked by the darkness, the Sun hurts him, his skin is thin and stretched. A mere shadow of his former self. But sly and cunning, not to be trusted an inch.

Gondor

20–40N 50–90E

The southern kingdom of the Dúnedain is much reduced from its former glories, facing powerful enemies to the east and south, yet it stands as the last great bastion against the forces of Evil, for in the north Arnor has fallen to the Witch-King. At its height, Gondor had five great cities, two ports, Pelargir and Dol Amroth, and three inland cities, but the evil has arisen in Mordor, and Minas Ithil fell, to become Minas Morgul; Osgiliath has become a ruin; Ithilien, the land around those two cities, a wasteland, and of the three only Minas Tirith still stands. South Gondor, the area beyond the Anduin, has become desolate desert, so Gondor is reduced to the coast between the White Mountains and the sea. Yet still there are men there of stout heart, tall and proud like the knights of old. Though they are led now by a steward not a king, for there has been a king in Gondor for nigh on a thousand years, the men of Gondor will stand to the last against the might of Mordor.

Grey Havens

75N 25E

Home of Cirdan the shipwright, it is from this port that the Elves leave Middle Earth to return to the Undying Lands.

H

Haradwaith

The land to the far south. Harad is divided into Near Harad, just to the south and Far Harad beyond Umbar. The Haradrim are swarthy men, dark skinned and short. Among their armies strange beasts are often seen.

ON and everywhere further south

Harolond

The southern town of Lindon, the elvish land by the Western Sea.

70N 20E

Helm's Deep

The Rohan fortress of Helm's Deep is built into the side of the Thirhyrne – a peak of the White Mountains. The fortifications are based on a narrow ravine that leads from the green coomb, deep into the mountain, the Hornburg stands at the entrance to the cleft, on a heel of rock that jutted out from the north, this is an ancient tower, built by the men of old. From the base of the rock a wall runs across the mouth of the vale, Helm's Gate as it is called, and before this a dike. Through all these defenses ran the Deeping Stream, which added another barrier for attacking forces to cross. At the far end of the valley there were vast caverns which formed the last line of defence. In all it was a formidable redoubt, and if stocked with food and manned well it was capable of holding off an invading force many times the size of the defense.

41N 65E

Hobbit

Quite where Hobbits came from is a mystery, for there are no records of their existence before the Third Age of the Sun. They are a small people around three feet in height, and less stocky than Dwarves, even when not much shorter. Also unlike Dwarves they have no beards, though their feet are covered in thick hair. Although there are reports of Hobbits travelling across Middle Earth at the beginning of the Third Age, they had long since settled in the Shire by the start of this tale. They are comfort-loving, and like at least four good meals a day, with snacks in between if they are hungry. Though they appear as soft as butter, they can surprise even the wise with their resilience and strength in times of trouble. For the most part, however, they like a simple life, tending their land and compiling complicated genealogies; Hobbits reckon kinship much further than the Big Folk, as they call humans, do. They are a peaceful folk, the last battle in the Shire was a combined effort to repel wolves that had broken in from the old forest one foul winter, though they claim they sent archers to the Battle of Fornost no record exists elsewhere of their presence. Hobbits are not users of magic, though their skills in hiding and moving quietly are such that some may think that they do use magic to disappear, indeed it was for those skills that Gandalf the Wizard chose Bilbo Baggins to be the burglar for Thorin Oakenshield, and it was then he acquired the Ring, which led to the involvement of Hobbits in this great adventure.

Hobbiton

A large Hobbit village in the west farthing of the Shire. Although Hobbits prefer to live in holes, especially the large rambling many roomed family homes known as Smails, in the villages there are many houses built above ground. Frodo's hole, Bag End, is in Hobbiton.

73N 37E

I

Imrahil

Prince of Dol Amroth, the great port of Gondor. Leader of the Knights of that fair city.

Isengard

46N 65E

The great fortress at the southern end of the Misty Mountains, it is a great natural defence, a wide circle of rocks standing alongside the River Isen, with at its centre the Tower of Orthanc. It was given by the people of Gondor to the Wizard Saruman, while he still fought the Dark Lord. Now Saruman has fallen into evil ways, and Isengard is a dark place. The fires of the forges turn the sky red, as they produce weapons for the ever-growing army of Orcs, Half Orcs and Dunlendings that gather here.

Isenmouthe

42N 100E

A castle in Mordor, forming the second line of defence after the Black Gates of Moranon.

Iron Hills

85-90N 106-128E

A range of hills to the east even of the Lonely Mountain. The Iron Hills are home to one of the last Dwarven Kingdoms.

L

Legolas

Son of Thanduil, the King of the Elves of Northern Mirkwood. Legolas is one of the greatest Elven archers. Legolas's sight is keen ever for that of an Elf.

Linhir

27N 81E

A town in southern Gondor, at the confluence of the Rivers Gilrain and Serni, where they flow into the Bay of Belfalas.

Lorien

50-55N 70-75E

The Golden Wood, Lorien is the woodland kingdom of Galadriel and Celeborn. Here the Elves have tried to recreate in Middle Earth the great Gardens of the Undying Lands. As with most places associated with Elves, Lorien is a magical place. Once here it is easy to lose all track of time. However, first you have to gain admittance, for the Elves are defensive in these troubled times.

M

Maiar

When Eru created Middle Earth, his first thoughts called into form the immortal spirits, the greatest of these were the Valar, who are called gods by men, but alongside these there were the Maiar. Sauron himself was a Maiar, but he chose to follow Melkor, as were the Balrogs and dragons and other great fell beasts that led Melkor's armies. The Wizards too are Maiar, but they have left many of their powers behind in the Undying Lands, and come to Middle Earth as old men. When they have great purpose, or great evil, it is possible for Maiar to survive the loss of their earthly bodies, and return in another form.

Meriadoc Brandybuck – Merry

The Brandybucks are regarded by most other Hobbits as being one of the more adventurous families. After all, they do not live in the Shire proper, but over in Buckland on the wrong side of the river, and far too close to the Old Forest. They also messed around in boats. Merry is no exception. Like all Hobbits he likes good food, good company, and smoking pipeweed. Yet he is also valiant, strong-hearted and true. Merry is one of Frodo's closest friends.

Michel Delving

77N 34E

The closest thing to the centre of government that Hobbits have. The only elected office in the Shire is the Mayor of Michel Delving, but its duties are few. To any outsider's eye, it is just another quiet village.

Minas Morgul

36N 95E

The Tower of Darkness, Minas Morgul is the name now given to the ancient Gondorian Town of Minas Ithil, the Tower of the Moon, but it fell to the dark power and is now a place of evil. Minas Morgul is the realm of the Witch-King, Lord of the Nazgul, but its armies are commanded by his lieutenant Gothmog.

Minas Tirith

37N 86E

Citadel of Gondor, the Tower of Watching, originally called Minas Anor, Tower of the Sun, and twin city to Minas Ithil. Now that the Dark Lord has corrupted that place, Minas Tirith stands as the bastion against the armies of the East. Its defenses are many, starting with the Rammass Ecthor, the great dike that surrounds the Pelennor Fields. Minas Tirith itself is a great seven walled city, set into the side of the hill. The citadel at the top of the mountain is seven hundred feet above the entrance to the city. Here is the court of the steward, Denethor.

Mirkwood

60–90N 80–95E

Originally a pleasant place, known as the Greenwood. The dark sorcerer set up his fortress in Dol Guldur, and turned Mirkwood into a place of evil. Southern Mirkwood is home to Orcs, spiders and other foul creatures. Yet Elves still live in the north of this great forest, under their King Thanduil.

Morannon

45N 96E

The Black Gate of Mordor. The Morannon stands in the North Eastern corner of that blighted land. They are two great iron gates set in a stone arch, topped with battlements. The gates are protected by the towers of teeth and walls and fortifications of colossal size.

Moria

74–75N 70–76E

Once the greatest kingdom of the Dwarves, Moria, or Khazad Dûm as it is known in the tongue of the Dwarves, is tunnelled out of the Misty Mountains. Its great wealth was based on the deposits of the metal Mithril, known as true silver, lighter and stronger than base silver, it was prized above all other metals by Dwarves and Elves alike and could only be mined in Moria. At its height no place on Earth could match the splendour of Moria's caverns, lit by great lamps covered in carvings and jewels, each passage brought new delights. But the Dwarves mined too deep, and disturbed a Balrog that was sleeping under the Mountain. This terrible demon raised an army of Orcs and Trolls, and with its aid drove the Dwarves from the Mountain. Now the lamps remain unlit, the gates stand closed, and Moria lies in ruin.

Mordor

20–50N 94–128E

The dark kingdom of the east. Home of Sauron the Maiar, and his armies of Orcs, Trolls and evil men, led by Ringwraiths. Mordor is a desolate place of ash strewn wastes and deserts. Mordor is a name to be said in whispers, a place to avoid unless you are a hero of stout heart.

N

Nazgul

After Sauron had the Rings of Power made, he distributed them to the leaders of the peoples of Middle Earth. He gave one to each of the seven fathers of the Dwarves, three to the Elves and nine to the Kings of Men. Of all these Men proved the easiest to bend to his will. The nine kings, though they lived long through the power of the Rings, eventually faded, till they were no more than shadows. Yet their power was still great. Through fear and sorcery they worked, though they were completely under the dominance of the Dark Lord. They were the nine, the Ringwraiths, the Nazgul. They wore robes of black to give themselves a shape in which they could talk to others, and rode black steeds or fearsome winged beasts that fly faster than the wind.

O

Orc

In the first Age of the Stars, back at the very beginning of the world, when the Elves first appeared, Melkor captured some of that fair race, and from them he bred the race of Orcs. Orcs are all that Elves are not, coarse featured, stunted, bow legged, they were nevertheless strong, they also fought with excessive ferocity, and little fear of death, which may have been preferable to their existence. The Orcs had no sense of beauty, their only pleasure was in creating pain in others, and no craft, relying on plunder. Their guttural tongue, the Black Speech, was harsh and discordant, especially when compared to the rolling sounds of Elvish speech. As with all of Melkor's spawn, they feared the light, preferring the night. Although light pained their eyes, it was not fatal to them as it was to Trolls. Orc units bore banners or shields painted with various designs, depending on their allegiance. The Orcs of Isengard bore the White Hand, those of Mordor the Red Eye, from Minas Morgul they bore a White Moon like a skull, and so on.

Orthanc

46N 65E

Saruman's tower built at Isengard.

P

Pelargir

33N 92E

Southern Port of Gondor at the mouth of the great River Anduin.

Peregrin Took – Pippin

The Took family is another of the great families of the Shire, holders of the office of Thain. Indeed, Bilbo is himself half Took. The Great Took was the last Hobbit to go off on adventures before Bilbo, so it is not surprising that Peregrin, or Pippin as he is more commonly called, would be one of the Hobbits to accompany Frodo. Unfortunately, Pippin sometimes allows his curiosity to overcome his good sense, and so occasionally causes sever problems for those around him.

R

Rhûn

128 and further East

The land of the East, stretching from Mordor in the South to the Iron Hills in the North, and an unknown distance to the East. Rhûn is the home of the Easterlings, Balcoths and the Wain riders. Having lived under the influence of Sauron for so long the people of the East are his staunch allies, and will make up a large part of his armies.

Rings

Sauron tricked the Elves into making nineteen Rings. Of these nine were given to Kings of Men, whom he bent to this will and made into the Nazgul. Seven he gave to the Fathers of the Dwarves. Of these, three he has recovered and four have been devoured by Dragons and are lost, but he was unable to bend the Dwarves to his will, the final three remained with the Elves, who hid them from him. To them he added the One Ring, which he forged himself. He lost this when Isildur cut the finger from his hand. This is the Ring that has now come into Frodo's possession.

Rivendell

77N 69E

Home of Elrond half elven, this was a place of song and tales, described as the last homely house by Bilbo on his journey to the Lonely Mountain. Although now a place of joy, it was built as the last defence against Sauron, before the men of Númenórë came and drove him back.

Rohan

40–50N 64–86E

The great fertile plain of Rohan, bounded to the South by the White Mountains and to the North and East by the River Anduin, provides the luscious pasture that feeds the herds of the Horse Lords, the Rohirrim or Eorlingas. Following their King Eorl, the Rohirrim came down from the North to settle these plains. It was their arrival that drove off the Balcoth, and thus began the alliance between the people of Rohan and Gondor whose rulers ceded the territory that is now Rohan from their northern provinces. The Rohirrim are born warriors, bred to the saddle, the host of Eorl makes an impressive sight as they ride to battle, the tips of their spears and their polished mail gleaming in the sun, their long blonde hair blowing in the wind, that spreads the green pennants marked with the white horse, echoing the proud steeds that they ride. Normally they are a most hospitable people, but in these troubled times they are wary, for the "Annals of the Kings" is full of the times when they have ridden to war.

S

Sam

Sam Gangee, the gardener at Bag End. Sam is devoted to both Bilbo and Frodo, though he was the source of Merry and Pippin's information about Frodo's plans. Sam is slightly afraid of Gandalf – especially if he thinks he is about to be turned into a toad – however nothing else can frighten him. He will defend Frodo against any odds. Aside from that all he wants is to see some Elves and improve his garden.

Saruman

Head of the Council of Wizards, Saruman the White was the greatest of their number. Skilled in sorcery, Saruman long studied the ways of Sauron, and especially the lore of Rings. Eventually he grew proud and desired power for himself. He was granted the Tower of Orthanc at Isengard by the stewards of Gondor, and he made this his base. Here he found a palentir, and it was through this that he fell under the influence of Sauron, for while using the stone to view far areas of Middle Earth, he was seen by the Red Eye. From then on Isengard became a place of evil. Saruman was always wise in the ways of engines, and here he built various engines of war. Here too he gathered an army of Orcs and Dunlendings, along with his new breed the Half-Orcs. Saruman took the badge of the white hand and renounced his white cloak for a new cloak, and he became Saruman of the Many Colours.

Sauron

The Dark Lord, Sauron is a Maiar, he was the chief disciple of Melkor and when the other Valar finally overthrew his master, Sauron claimed repentance. But evil ran deep in his heart and he soon reverted to his previous ways and took on the mantle of the embodiment of Evil within Middle Earth. At the beginning of the Second Age he tricked the Elven smiths into making for him nineteen rings of power, which he distributed to the Lords of the people of the West. And in the fires of Mount Doom he himself forged the master ring into which he put much of his power. Isildur managed to cut the finger from Sauron's hand, but after that victory the ring was lost. Without the ring Sauron's power is diminished, and he cannot take a solid form, appearing instead as a great lidless red eye, like that of a cat, full of malice. But his evil remains as long as the ring is not destroyed. If he can only find the ring . . .

The Shire

70–80N 30–40E

The land of Hobbits, in the North East of Middle Earth. A green land of rolling hills and gentle slopes, sheltering small villages. The fertile soil and pleasant climate makes this a rich land. The Hobbits live their well-ordered lives without a care, wanting no more than time to eat or to drink and smoke in one of the many prosperous inns. The Mayor of Michel Delving, being the only elected official, seems to have to do little but to ensure that the post Hobbits actually deliver all the mail.

T

Thanduil

The King of the Sylvan Elves in northern Mirkwood and the father of Legolas.

Theoden

King of the Golden Hall, Lord of the Mark, Theoden son of Thengel is the King of Rohan. At his word the host of the Eorlingas will ride forth to battle.

Theodred

Rohirrim horse lord who leads the defenders of the fords of Isen.

U

Umbar

IN 68E

The southern port, originally founded by the Black Númenóreans, followers of Sauron who escaped the fall. Umbar was long the home of pirates. Although Gondor subjugated the original town, it later rebelled, and was once again the home of the Corsairs.

Undying Lands

Also known as Valinor, these lands are the home of the Valar, they used to be in West of Middle Earth, but after the fall of Númenóre and the reshaping of the world they were withdrawn. So now the only way to reach them is in one of Cirdan's white boats that sail from the Grey Havens.

W

Witch-King

A great sorcerer, the Witch-King of Angmar was the greatest of the nine Lords of Men who received rings of power from Sauron. He ruled first the northern kingdom of Angmar and later in Mordor. He is the leader of the Nazgul. It is said that he cannot be killed by mortal man.

Wizard

There were five Wizards, known as the White Council, or the Istari, they were sent from the Undying Lands into Middle Earth to aid the free peoples in their battle against Sauron. In Middle Earth they appeared as old men dressed in long robes. The legends of the people of the West talk of only three of the five – Saruman the White, leader of the Council, Gandalf the Grey, and Rhadagast the Brown, though they mention that the other two worked further East and took the colour blue. They were sent into the land with few powers, save those they could gather there, and they wore no rings, but each had a staff.

A BIOGRAPHY OF PROFESSOR J.R.R. TOLKIEN

John Ronald Reuel Tolkien is remembered for his imaginative writings and the lasting creation of Middle Earth. However, he was also a great scholar, being the Rawlingson and Bosworth Professor of Anglo-Saxon at Oxford University. His writing owes much of its power to his store of knowledge about the English language and a deep understanding of myth.

He was born in the Orange Free State, in what is now South Africa, at the end of the last century. However, his mother brought him home to England when he was four, and after his father's death the family made their home at Sarehole, then on the edge of Birmingham. Although this is a great industrial city, their home was in the countryside.

His mother died when he was twelve, leaving Tolkien and his brother orphans. They were taken in by a priest of the Birmingham Oratory, who made them both wards.

Tolkien went to the King Edward VI School in Birmingham. From there he went up to Oxford, where he read English at Exeter College, gaining first class honours.

He married Edith Bratt, whom he had met in Birmingham. Their marriage was very happy. Edith appears in his writings as Luthien in the *Silmarillion*.

The great war intervened in Tolkien's life, as it did in others. He served in the Lancashire Fusiliers as an officer, and survived the Somme, though many of his close friends and colleagues died. His respect for the common soldier under the great stress of war shows through in his later writings, where the Hobbits show great strength in Mordor, previously unseen by others or even themselves.

After the war he got a job, working on the New English Dictionary, but in 1920 he was appointed reader in English at Leeds University. Four years later he was promoted to Professor, which is the highest academic rank in British universities.

It was at this time that he started writing. At this stage he thought of his tales as being a new mythology for England. These early works, which laid the basis for all his later works, are now published as *The Book of Lost Tales*.

In 1925 he was elected to the Professorship at Oxford. He specialised in Philology, the study of words, and was among the most accomplished scholars in this field. His love of words led him to work on a series of languages for the Elves, and from this he worked on their history. It was these writings that later became the *Silmarillion*.

He also had four children and wrote several books for them. Of these, "The Hobbit" is of course the best known. This was published in 1937. Stanley Unwin, the publisher, asked for a sequel. Professor Tolkien was sceptical at first, but inspiration struck and he started work.

Unfortunately war again intervened, and so this book took nearly twelve years to write. It blossomed into much more than a sequel, being not a book for children, but a great saga for adults, "The Lord of the Rings".

Tolkien retired shortly after the publication of this work, and left Oxford for the coastal resort of Bournemouth, but when Edith died he returned to Oxford and his family. He himself died two years later on the 2nd of September 1973, aged eighty one. He is buried

alongside his wife in an Oxford cemetery, under their real names and the names of the two lovers he created, Beren and Luthien.

Although Tolkien's vision was mainly channelled into his writings, he also drew many pictures and sketches, both in pen and ink and in water colours, and produced wonderful detailed maps of his lands. The pictures appear as covers to some editions of his works, and have been gathered into a book of their own.

After his death, his son Christopher, aided by the Canadian writer Guy Gavriel Kay, set about editing his earlier mythological works. These eventually appeared as the *Silmarillion*, a great sweep of history and myth. To this was added the *Unfinished Tales*, and currently being published *The History of Middle Earth* series, where all the earlier versions of the works have been gathered.

Besides the Middle Earth cannon of works, Tolkien's children's books are delightful stories for those of any age, who are young at heart. Also available are his translations from the Anglo-Saxon, and several scholarly essays.

Tolkien never expected his works to achieve the popularity that they have, thinking that they would only have interest to a minority. Yet his vision of Middle Earth, rooted in his love for the English countryside, be it the green woodlands of the Midlands in Warwickshire and Oxfordshire, or the rolling Pennine hills of Yorkshire, caught the spirit of the time, and has proved the inspiration for many other writers and artists, including the authors of this game, Ted Nasmith the cover artist and myself, your humble scribe.

If you wish to learn more of the Professor's works, there is a society dedicated to the furtherance of interest in his life and works. This is the Tolkien Society, an international society registered as a charity in the United Kingdom. Inquiries should be sent to:
The Secretary, Anne Haward, 35 Amesbury Crescent, Hove, East Sussex, BN3 3RD.

Stamped addressed envelopes or international reply coupons are appreciated with all correspondence, and will hasten a reply. The society cannot, however, answer any queries concerning this or any other game based on Tolkien's works, which should of course be addressed to Melbourne House.



BOOKS BY PROFESSOR J.R.R. TOLKIEN

Middle Earth Books

The Hobbit

The Lord of the Rings, also published in three parts.

I) The Fellowship of the Ring

II) The Two Towers

III) The Return of the King

The Adventures of Tom Bombadil

Pictures by J.R.R. Tolkien

With Donald Swann

The Road Goes Ever On Settings of songs featured in the other works.

Edited by Christopher Tolkien

The Silmarillion

Unfinished Tales

The History of Middle Earth Series – early versions and other writings

I) The Book of Lost Tales Part One

II) The Book of Lost Tales Part Two

III) The Lays of Beleriand

IV) The Shaping of Middle Earth

V) The Lost Road

VI) The Return of the Shadow – The History of the Lord of the Rings Part One

Other Children's Books

Farmer Giles of Ham

Mr. Bliss

Smith of Wooten Major

The Father Christmas Letters (edited by Baille Tolkien)

Scholarly Works

Sir Gawain and the Green Knight, Pearl and Sir Orfeo (annotations of classic English tales by other authors)

The Monsters and the Critics (A collection of essays)

The Letters of J.R.R. Tolkien (edited by Humphrey Carpenter)

Finn and Hengest (edited by Alan Bliss)

Other Writings

Tree and Leaf

Poems and Stories

This is based on the British, Unwin Hyman, publications. In America the minor works have been published in slightly different collections.

There are also a number of critical works dealing with Middle Earth, biographies of Tolkien and the Inklings, etc.



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ERRATA

WAR IN MIDDLE EARTH - C64

SAVING GAMES

YOU MUST USE A BLANK FORMATTED DISK TO SAVE YOUR GAME. You must format the save game disk before loading the War in Middle Earth program.

Saving the Game: Select the File Icon. When the screen comes up with the save/load menu, remove your program disk and replace it with the formatted disk. Select SAVE GAME and press fire. The highlight cursor will highlight RETURN when the game is saved. Remove the save game disk and replace the program disk. Press fire to return to the game.

Restoring the Game: Select the File Icon. When the screen comes up with the save/load menu, remove your program disk and replace it with your save game disk. Select LOAD GAME and press fire. The highlight cursor will highlight return when the game is restored. Remove the save game disk and replace the program disk. Press fire to return to the game.

* * * * *

Due to the great variance in disk drives some users may occasionally experience some trouble when the program loads the battle scene.

The Symptom:

After pressing fire at the screen that prompts you to prepare for battle, the disk drive continues to read the disk for more than two minutes but never loads the battle scene.

The Cure:

BE CERTAIN THAT THE DRIVE HAS BEEN READING THE DISK FOR AT LEAST TWO MINUTES. Open the disk drive and wait for the drive light to turn off. When the drive light is off close the drive door. Press the RESTORE key on your keyboard then the battle scene will load. It will take several seconds to load the battle scene after pressing RESTORE.

HELP AND TIPS INFORMATION

If you find that you are having any technical difficulties with your game, first check the lower left hand corner of the front of your game box to be sure your computer meets the system requirements stated. Also, please be sure that you are following the directions in the manual correctly.

IBM Users - Clear your RAM of all possible RAM resident programs such as menus, utilities, or memory managers. These programs can be found in your AUTOEXEC.BAT file or your CONFIG.SYS file. If you cannot find anything or don't know what might be memory resident you can boot your computer directly from a DOS (Disk Operating System) disk. To do this you must put your DOS disk in your A: drive and turn the computer off and then back on. This will boot your computer to a clean DOS from which you can run your game. Consult your DOS manual for further instructions.

C64, Amiga, Atari, MAC, and Apple Users - If you are having difficulty, be sure you have removed all additional, unnecessary peripherals such as printers, additional floppy drives, modems, etc. In other words, anything that might use up some of your memory. Check the game box to be sure you have all of the necessary system requirements.

If you are going to call please be sitting in front of your computer with paper and pen, and as much pertinent information about your computer as possible: Make, Model, Peripherals, RAM and Disk Size. For IBM, please also have type and brand of Graphics Card, Monitor, and the information in your CONFIG.SYS and AUTOEXEC.BAT files. You can call or write the Customer Service Department at:

Virgin Games
Attn: Customer Service
18061 Fitch Avenue
Irvine, CA 92714
Voice (714)833-8710
Virgin's On-line BBS (714)562-5030
300/1200/2400 Baud N,8,1

Customer Service Hours are 8:00 a.m. to 5:00 p.m. Pacific Time

Please be sure you have tried all above possibilities before calling as you may be able to solve the problem on your own. **Please do not call customer service for HINTS as they do not give hints out over the phone.** For hints on games, you can write in requesting a hint sheet for a game and one will be mailed to you if it is available or you can call our Hint-line BBS at (714) 562-5030 with your modem.

If you have a defective disk we will be happy to replace it within 90 days of the date of purchase. Simply mail in the defective disk with a copy of your receipt in a regular envelope with a letter explaining the problem, a return address and your system parameters. If you no longer have your receipt or 90 days has passed, we do require a check or money order for \$7.00. **We cannot accept cash or credit cards.** Please do not mail your game box in to us. If you require a refund for a game you must return the game to its original place of purchase under whatever refund/exchange policy they have.

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