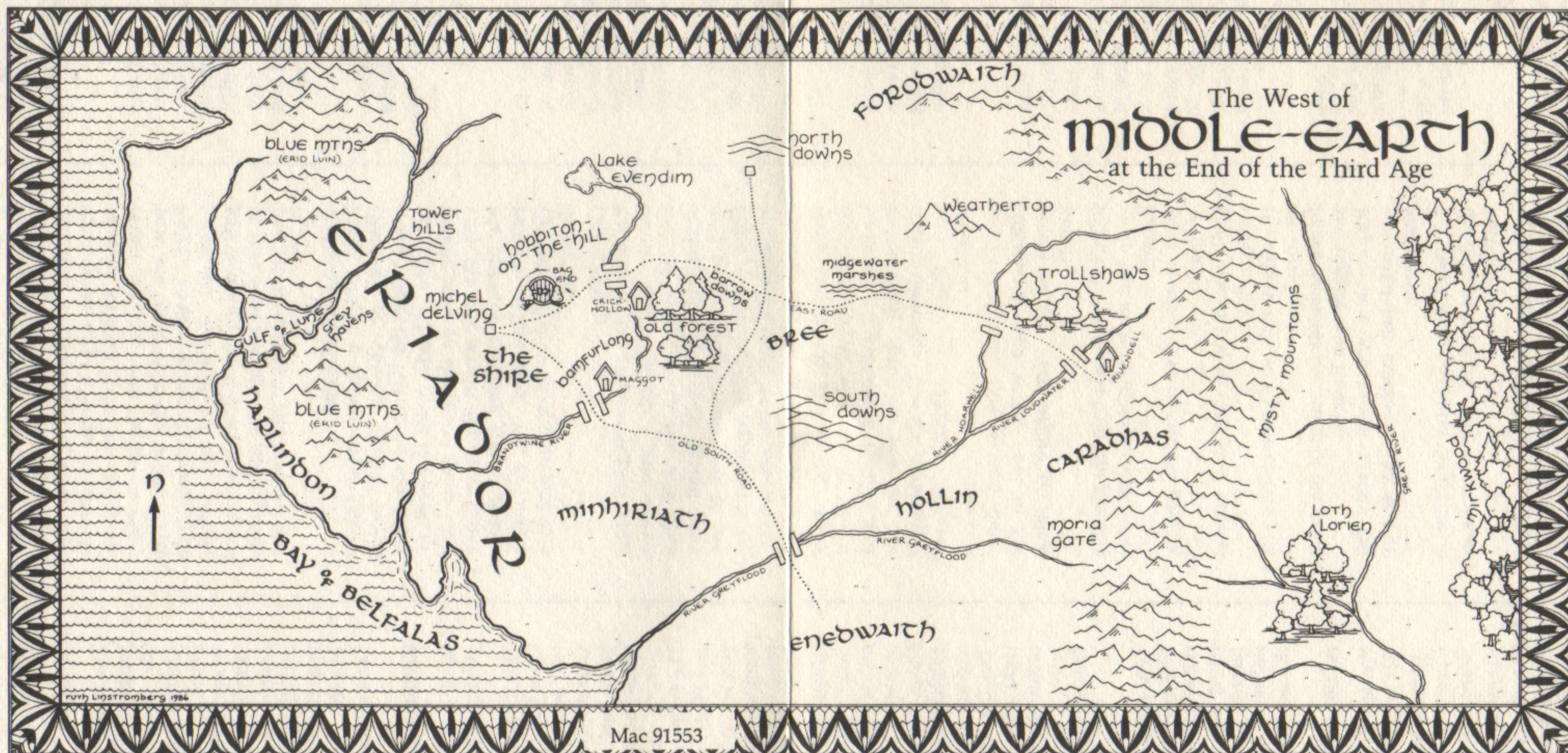




ruth linstromberg 1986

Mac 91553

The Adventure Continues

To Load The Fellowship of the Ring Macintosh Version

1. Insert the game disk into the internal drive and turn on your computer. If the computer is on, choose Restart from the Special menu, then insert the disk. If your hard disk is on, insert the game disk and drag the program icons Part1 and Part2 (not the System Folder) to your hard disk.

2. Double-click on the Part1 program icon (the Fellowship disk icon should already be open). *Under no circumstances should you change the names of the program icon/icons.*

3. Click the mouse or press a key to move quickly past the title screen. A New Game dialog box opens. Choose to play with Pictures or Text Only (click radio button). Choose the characters you wish to play (click check boxes). You are more likely to succeed if you choose no more than two characters at once. Click the "Start Game" button to begin. If you press the "Cancel" button, go to the File menu to Quit the program or begin a New Game.

4. When you open Part2, choose whether to load an ending from Part1. If yes, click the "Load Ending" button and select the Part1 ending from the dialog box.

5. If you have chosen to play with pictures, an illustration is displayed. Click the "ok" button or select Hide Picture from the Picture menu. Pressing any key also works. None of the Tolkien software adventures have animated pictures. See the user's guide for information about how to communicate with the program. Be sure to map your progress and save frequently.

6. To leave the program, type QUIT (Return) or choose Quit from the File menu. If your characters have gotten killed and you click the "Cancel" button in the New Game box, you must go to the File menu to quit the program.

To Save Games in Progress

For your first save: Type SAVE (Return) or choose Save Current Game

from the File menu. Select the drive for your saved game disk and type a name for your game (Return). If you are using floppy drives, save your games on a formatted disk other than the program disk. You can fit about 30 saves on an 800K disk. *For subsequent saves:* To overwrite the saved game you are now working from, type SAVE. To save games separately, type SAVE AS. *For a special save:* When you complete Part1, you are prompted to save your ending. An ending from Part1 is the only save you can load into Part2.

To Load a Saved Game

From within a game, type LOAD (Return) or choose "Load Saved Game" from the File menu and select the game to load. From the desktop, double click on the saved game icon; after the title screen, the New Game box appears, allowing you to choose Pictures or Text Only. You can load a Part1 ending only when prompted by a dialog box.

Game Menus

FILE includes the commands New Game, Load Saved Game, Save Current Game, Save As, and Quit commands. You must install your own printer files if you wish to use Print. Command-key equivalents are available for some menu commands.

MOVE lists the eight points of the compass plus up and down. Each direction from the Move menu includes an automatic Return and immediately propels you in the chosen direction. Use the keyboard if you want to combine several directions.

ACTION lists this game's most commonly used verbs. Fill in the object of the verb before pressing Return.

SPECIAL commands help you play the game and each includes an automatic Return.

Wait allows you to control the passing of time.

Look allows you to view your general surroundings.

Inventory tells you what objects you are carrying.

Pause suspends the action of the game and toggles with Resume.

Repeat lets you repeat exactly the command just entered. The @ sign also works.

PICTURE shows or hides the picture in the current location. Not all locations have pictures.

YOU ARE FRODO tells you what character you are playing. You may become any character listed under this pull-down menu. You will have

selected these characters in the New Game box at the beginning of the game.

To Print

There are no printer files on the program disk. You will need either the ImageWriter file or both the LaserWriter and LaserPrep files. Printing works best with the ImageWriter with tractor feed. Type PRINT to begin printing the text in the *adventure* window and type STOP PRINTING to stop. With System 4.2 and Finder 6.0 and the LaserWriter printer, you must use LaserPrep LaserWriter 5.0.

Hints and Tips

Read the user's guide for complete playing instructions.

This program is in black and white. On a Macintosh II, the game window will occupy the upper left portion of your screen. To change color mode to black and white, enter the control panel and toggle the monitor button.

The Fellowship comes with System 4.2 and Finder 6.0 on the program disk. If you try to use the game with version numbers lower than System 4.1 and Finder 5.5, you do so at your own risk. None of the Tolkien software adventures will run with MultiFinder. You will not need to use desk accessories with this program. The commands in the Edit menu and the Close command in the File menu are available for use with desk accessories and are not used in the game program. The DA menu title may run off the right side of the screen because the menu bar is already filled to capacity with game menus, but DA functionality will not be affected.

This program is not copy protected. Make one working copy only and store the original in a safe place. If you are using any non-Macintosh equipment, refer to the back of the box and to the Software Compatibility Statement in the user's guide.

A Note to Users

We appreciate your comments about this program. Please write to us at:

Addison-Wesley Publishing Company
Consumer Software Support
Route 128, Reading, MA 01867

Please return your registration card. See the user's guide for complete warranty information.

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