



J.R.R. Tolkien's

THE RINGS OF POWER IN MIDDLE-EARTH

10 20 40 60 90 80 70 100 110 120

WAR IN MIDDLE EARTH

You are Frodo Baggins, an exceptional Hobbit. Your uncle Bilbo Baggins went on adventures, something no normal Hobbit would do. On the most famous of these he acquired a ring that made him invisible. Bilbo has left this ring to you and left the Shire to live among the Elves. Your friend the Wizard Gandalf the Grey has identified this ring as being "The One Ring". This was forged by the Sauron, the Dark Lord, it is very powerful and very evil. It contains much of Sauron's power, with it he would defeat all his enemies and subjugate the whole of Middle Earth, where it to be destroyed he would be defeated. Though it would be possible to use it against Sauron, it would then corrupt the wielder turning him into a new Dark Lord. Because of the magical nature of the ring, it can only be destroyed by being thrown into the Cracks of Doom, where it was forged. This is the mouth of the volcano Mt. Doom in the centre of Sauron's kingdom Mordor far to the South East. You are not on your own, accompanying you are Sam, Merry and Pippin, three Hobbit friends, Aragorn the ranger, Boromir of Gondor, Legolas an Elf, Gimli a Dwarf, and of course Gandalf. As well as facing Sauron's forces, you will also be assailed by those of the Wizard Saruman. Though he was originally the leader of the Council of Wizards opposing Sauron, he has been corrupted. He has raised an army of Orcs and Dunlendings and he too is looking for the Ring, for he believes he can use it to control Middle Earth. You will need to mobilise the nations of the West, the men of Dale, Gondor and Rohan, the Elves of Lorien and Mirkwood and the Dwarves of Erebor and the Iron Hills, or the forces of evil will win by force of arms before you can destroy the Ring. If the forces of evil can find the Ring and take it back to Barad-Dûr or Isengard you will lose.

LOADING THE GAME

AMSTRAD CPC 664 or 6128

From Disc From Tape

Insert the disk into drive. Amstrad 464

Type | CPM.

Press CNTRL and small ENTER. Type | TAPE and press RETURN.

Amstrad 6128

Press CNTRL and small ENTER.

SPECTRUM

Type LOAD " " and press ENTER.

SPECTRUM +3 Disk

Insert the disk into the drive.

Press ENTER.

CONTROLS

AMSTRAD

Press 1 to use Joystick - This is automatically selected if no button is pressed.

- 2 to use the cursor keys to move with SPACE to fire.
- 3 to use the cursor keys to move with COPY to fire.
- 4 to use the user defined keys initially set to Q, A, O, P and SPACE.
- 5 to redefine the user keys - displayed in the bottom window.
- 0 to start play.

Selected control method is indicated on the bottom line of the top window.

When defining your own keys you may choose keys for Up, Down, Left, Right and Fire in that order. You may choose any keys except R and ESC which are reserved for the following functions.

R enters the Ring Menu
ESC pauses game

You will also be asked if you have a green screen or full colour monitor. This selects the colours of the cursor to improve visibility. Selecting the wrong option will not affect the computer but may mean that the cursor is difficult to see on the Battle Screen.

SPECTRUM

Press 1 to use a KEMPSTON joystick.

- 2 to use a CURSORY joystick.
- 3 to use an INTERFACE 3 joystick.
- 4 to use the keys.
- 5 to redefine the keys.
- 6 to set level.
- 0 to start play.

When defining your own keys you may choose keys for Up, Down, Left, Right and Fire in that order. You may choose any keys except I and R which are reserved for the following functions.

R enters the Ring Menu
I pauses game/abandon option.

PLAYING THE GAME

The Middle Earth Map displays the whole of Middle Earth on the screen. Along the left hand side of the screen there is a list of commands. 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. There are three commands:

File Allows you to save and load games to disk, select the option you want using up and down controls and press fire to select.

Memo Gives you further information on the state of the game.

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 units will also start to move.

To examine any area of Middle Earth in more detail, or give orders, just position the finger over the area you want and press fire. This stops time and takes you to the Campaign Map. This is the same map but on an expanded scale. 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 there.

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.
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 Orthane, Saruman's.

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 four 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 man 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.

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 press fire. 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 until the desired unit is displayed. Press fire again, and you have completed the order.

The character carrying the Ring, at the start of the game this is Frodo, is indicated on the details by having a Ring after their name. If you want to give the Ring to anyone else press R while their details are displayed, a list of all the heroes in the game appears, you can select any of these to give the Ring to, but they must be in the same stack as the current Ring bearer.

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, press fire to move to the Battle Screen. The cursor is replaced with the battle cursor. Every person etc. involved in battle has their own figure. The screen only shows part of the battle, so they may 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.

On the battle screen movement and control is along the diagonals. Up, Up and Right; Left, Up and Left; Down, Down and Left; Right, Down and Right.

To order a character, position the cursor over him and press fire. Once you have correctly selected a character, position the cursor over an enemy and press fire, the message, "New destination selected" will appear and 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 the control cursor. 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 pause key.

The Ring bearer has the option of wearing the Ring. If you do not want to fight then press R. He will then put on the Ring and disappear. This enables him to sneak away from the battle and will appear on the next square on the campaign map. This 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.

CONTROLS

Middle Earth Map	Amstrad	Spectrum
Campaign Map	Hand	Hand
Battle Cursor	Hand	Hand
Selection Cursor	Purple Square	Open Circle ○
Control Cursor	Blue Square	Cross X
	Red Square	Closed Circle ●