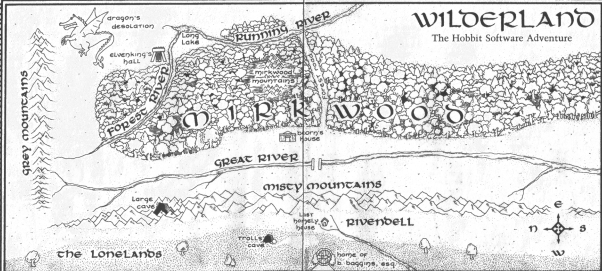


WILDERLAND

The Hobbit Software Adventure



Inside Information for a Thief in the Night

Commodore 64

1. Turn on the disk drive.
2. When the red "in use" light is off, insert the Hobbit disk with the label facing up and out.
3. Turn on the computer.
4. At the READY prompt, type LOAD "*",8,1. The program will take about two minutes to load into memory. The music will begin about one minute into loading.
5. If prompted, remove the disk from the drive, turn it over to Side B, and reinsert it. Be sure that the red "in use" light is off before removing or inserting the disk.

Commodore 128

Enter Commodore 64 mode with the GO64 command, then load beginning with instruction 4 above.

The disk will not load if a printer is attached directly to the disk drive. Unplug the printer and follow the directions above.

The Hobbit Software Adventure is presented on a two-sided disk. Side A contains two copies of the program

(HOBBIT and HOBBIT.BACK). If the program fails to load the first file automatically, try typing LOAD HOBBIT.BACK from the READY prompt. Side B contains the graphics for the game as well as your games saved in progress. You can make a back-up copy of this side of the disk.

If you are using the PRINT command while playing the game, the graphics will not be displayed. Be sure to turn on the printer after you have typed PRINT and pressed RETURN. To view graphics again, the printer must be turned off.

Note to users: We can never be sure that a program of this size and complexity is completely bug-free. We are, therefore, continually working to improve The Hobbit Software Adventure and would appreciate your comments and suggestions. Please feel free to write to us at:
Addison-Wesley Publishing Co., Inc.
Dept.: Hobbit
Jacob Way
Reading, MA 01867

Commodore 64® is a registered trademark of Commodore Business Machines, Inc.

The English Vocabulary

Movements

NORTH (N)	NORTHEAST (NE)
SOUTH (S)	NORTHWEST (NW)
EAST (E)	SOUTHEAST (SE)
WEST (W)	SOUTHWEST (SW)
UP (U)	DOWN (D)

Action Verbs

BREAK	FILL	SAY
CLIMB	FOLLOW	SHOOT
CLOSE	GIVE	SWIM
CROSS	GO	TAKE
DIG	KILL	THROW
DRINK	LOCK	TIE
DROP	PICK	TURN
EAT	PUT	UNLOCK
EMPTY	OPEN	UNTIE
ENTER	RUN	WEAR

Adverbs

CAREFULLY	QUICKLY
SOFTLY	VICIOUSLY

Special Commands

EXAMINE	LOOK (L)	QUIT
HELP	NOPRINT	SAVE
INVENTORY (I)	PAUSE	SCORE
LOAD	PRINT	WAIT

Prepositions

ACROSS	INTO	TO
AT	ON	UP
FROM	OUT	WITH
IN	THROUGH	

@ (no return) repeats the last command

The function keys may be used to move in the four main directions. F1 = North, F3 = South, F5 = West, F7 = East.