



J.R.R. Tolkien's

WAR IN MIDDLE EARTH



Programmed for the:
Commodore C64/128 computer
Joystick required
Two 5¼" disks enclosed



MELBOURNE
HOUSE



J.R.R. Tolkien's

WAR IN MIDDLE EARTH



FRODO BAGGINS



HOBBIT OF THE SHIRE, RING BEARER AND EL- FRIEND, BORN OF THE LONG KNIFE STIM FORGED BY BELERIEN IN THE FIRST AGE. THE BEARER OF A COAT OF MITTSAIL MAIL THAT CAN TURN MANY AN ORCIS DEAD. PRODO IS STEADY AND TRUE, FAITHFULLY CARRYING THE TERRIBLE BURDEN OF HIS TASK.



GANDALF



SECOND TO SAGHORN IN THE ORDER OF OYZARDS, TOWER OF THE FLEETEST OF HORSES, SHADOWFOOT, BEARER OF THE RING, RING MARRY AND THE GREATEST OF GLAMORING. GANDALF IS WISE IN BATTLE, THOUGH IN TRAVEL AND UNARMED BY EVIL. FOR EVEN THE TOUCH OF THE ONE RING WOULD NOT TEMPT HIM TO.



PIPPIN TOOK

HOBBIT OF THE SHIRE, FRIEND AND COMPANION OF PRODO BAGGINS, AN COMPANION OF THE RING AFTER THE COUNCIL OF ELROND, KNOWN IN THE REALM OF GONDOR AS EMWIL, A PRINCE OF THE HOBBITING, PIPPIN IS STEADY AND BRAVE IN BATTLE, BUT A TRUE HOBBIT IN HIS LOVE OF ADVENTURE AND FUN.



GOLLUM



HOBBIT OF THE STOOP FAMILY, BORN NEAR THE GLASSBORO FIELDS TWO YEARS AGO. SECOND TO FIND THE RING SINCE ISLEEMER LOST IT, GOLLUM FIRST TO BE CORRUPTED BY IT. SLAYING HIM COULD FOR IT. CALLS GOLLUM WHO STINGS BY SNAKE. GOLLUM SHOWS SOME VIRTUE, HELPS PRODO NOT SIMPLY TO.



For the first time, Tolkien's panoramic vision of the cataclysmic struggle between good and evil has been skillfully crafted into a single computer war game of epic proportions.

Follow in the footsteps of Frodo, Aragorn and Gandalf as they battle to get The One Ring to the Crack of Doom. Ranged against you are all the evil forces of the Dark Lord Sauron and the corrupt wizard Saruman. The odds are overwhelming, but you cannot afford to fail. The destiny of Middle Earth hangs in the balance.

The conflict takes place on a smoothly scrolling map of Middle Earth, true to all the rich detail of Tolkien's books.

Plan your strategies, move your armies into position, and prepare for battle. At your option, you can position EACH INDIVIDUAL WARRIOR in your army in the fully animated battle sequences. Just like your favorite board games, only better because it's animated!

The special portrait gallery lets you view all the key leaders in the fray. You can examine your own forces at any time, however you must find the palantir before you can spy on the forces of evil.

Each time you play, Sauron will subtly change his war plan, challenging your strategy skills anew. Nazguls, orcs, trolls, and other evil characters deploy to give you a different test of skill in each game.

War in Middle Earth is a classic addition to any war games collection.

All screens taken from the Commodore 64 version.

Joystick required.

Comprehensive strategy manual and large wall map of Middle Earth are contained in this package.



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711 West 17th St., Unit G9, Costa Mesa, CA 92627 · (714) 631-1001

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