

# The Boggit

In which Bimbo Faggins sets the ball rolling for the events chronicled in "Bored of the Rings".

Bimbo's quest is split into 3 parts. Each part is loaded separately (instructions on the cassette side label) and data can be saved from one part and loaded into the next to progress through the game. You can move backwards as well as forwards through the parts.

Commands can be typed in English (eg. OPEN THE ROUND GREEN DOOR) but may be shortened to a simple verb+noun format (eg. OPEN DOOR). To chat to characters enter the command, TALK TO (name of character), followed by HELLO or whatever profound utterance you feel would be appropriate.

Other, somewhat useful, commands are - RAM SAVE & RAM LOAD - saves a game position to buffer in memory and reloads a previous saved position. GRAPHICS ON & GRAPHICS OFF - switch the pictures on and off (Amazing!) TEXT - redescribes a location without redrawing the picture. QUIT - ends the game.

The Boggit was produced by DELTA 4 Software for CRL GROUP and if anyone disagrees, we'll send the Jester and his Knife collection round to see them! Our grateful thanks to Gilsoft for the use of the Quill and the illustrator without who we would have been in deep you know what.

