

The Boggit

In a hole in the ground, there lived a Boggit. It was not a particularly nice hole, nor indeed, a particularly warm hole, but a hole it was, none the less, and to the little Boggits it was home.

The hole was in the Shire, a particularly retarded area with western middle earth at the time of the third age*. The Boggit was called Bimbo, Bimbo Faggins, and he was a lazy, fat Boggit whose only purpose in life was to blow rings and watch the pretty Elven girls go swimming down at the old mill pond.

Being contented with his lot, he vowed never to become part of those adventures which seemed to be growing more fashionable. Thus when he began to notice bad omens - a black sunrise, a six-headed rabbit, and so, when he spotted Grandalf, the meddling old conjurer, crawling from bush to bush up his garden lawn, he bolted the door and decided to spend the day indoors.

But fate cannot so easily be cheated!

* Or somewhere thereabouts.

FULL INSTRUCTIONS ON THE REVERSE OF THIS INLAY

CRL Group PLC,
CRL House, 9 Kings Yard,
Carpenters Road,
London E15 2HD.

©CRL Group 1986



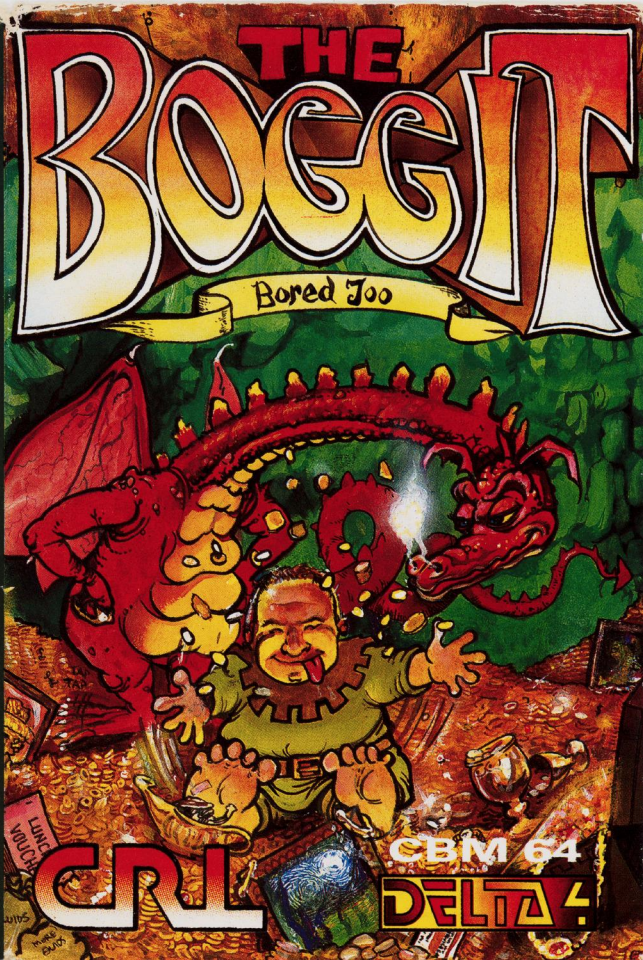
If this tape is defective in any way please
return to CRL for an immediate replacement

This cassette is sold subject to the following conditions: Unauthorised copying, hiring, lending, exchanging, public performance and broadcasting of the cassette is strictly prohibited. Made in U.K.

CBM 64

The Boggit

CRL



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.

