



USER'S GUIDE

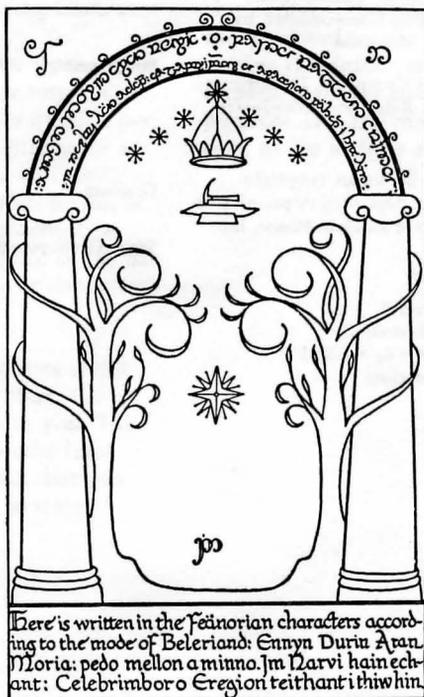
The Fellowship of the Ring



The
Fellowship
of the Ring

The Fellowship of the Ring

Guide to Middle-earth
Melbourne House
Software



Addison-Wesley Publishing Company, Inc.

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The Fellowship of the Ring program was a major effort by the programming team at Beam Software. The project took over fifteen months to complete.

Group Leader and Chief Programmer	Philip Mitchell
Story Line Development	Michael O'Rourke Paul Kidd LynC
Programming	Danny Davis LynC Stephen Taylor Doug Palmer Louis Madon
Graphics	Greg Holland Russell Comte
Script Development	Geoff Halprin Danny Davis Paul Kidd Richard Woolcock Graham Stretton Paul Mitchell

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The Lord of the Rings

Three Rings for the Elven-kings under the sky,
Seven for the Dwarf-lords in their halls of stone,
Nine for Mortal Men doomed to die,
One for the Dark Lord on his dark throne
In the Land of Mordor where the Shadows lie.
One Ring to rule them all, One Ring to find them,
One Ring to bring them all and in the darkness bind them
In the Land of Mordor where the Shadows lie.

J. R. R. Tolkien, *The Fellowship of the Ring*

Introduction

Welcome to Middle-earth. You are about to begin a journey into the land of hobbits, wizards, and dwarves, of Gandalf the Grey, Sauron the Great, and the Rings of Power. This is the magical world of J. R. R. Tolkien's *The Fellowship of the Ring*.

Addison-Wesley and Melbourne House are proud to present the first software adventure game based on one of the most beloved trilogies in the history of fantasy fiction, *The Lord of the Rings*. The Fellowship of the Ring Software Adventure is the first of a three-part adventure. Background for this adventure can be found in *The Hobbit*, also available as a software adventure from Addison-Wesley. Subsequent games in the series will deal with the stories covered in the remaining volumes in the trilogy, *The Two Towers* and *Return of the King*.

This is the story of Frodo Baggins, Bilbo's heir and now the possessor of the One Ring. In the Fellowship Software Adventure, you play the part of the hobbit Frodo or any of his hobbit companions, Merry, Pippin, or Sam. Your mission is to keep this Master-ring from the Black Riders, servants of the Dark Lord Sauron, as you search out the woods of Loth Lorien, the goal of the first adventure in the series. But your journey is a perilous one, fraught with danger and adventure. Each time you play the game, your path may lie in a different direction, bringing new mysteries at each turn.

In this package you will find an order form for J. R. R. Tolkien's book *The Fellowship of the Ring*. Though some of the adventures you will encounter in the Fellowship Software Adventure may be unfamiliar to devoted fans of Tolkien's fantasy world, the book remains an important reference guide to playing the game.

This user's guide includes a brief history of the Ring Wars and will bring you up to date

on the activities of Bilbo Baggins, the main character in *The Hobbit*, and will set the stage for the adventures of Frodo Baggins and his small band of brave hobbits. If you are unfamiliar with hobbits, you may find it helpful – though not essential – to read *The Hobbit* or play the Hobbit Software Adventure before you play the Fellowship of the Ring Software Adventure.

The Fellowship of the Ring Software Adventure is presented on the disk in two parts, each of which can be played as a full-size adventure. For information on how to load the game into your computer, refer to the reference card in the package.

The fate of Middle-earth is in your hands, Frodo, but don't let that worry you. Good luck, and may you return home to tell the tale!

Bringing Tolkien to the Computer

In playing this adventure game, you will assume the role of the characters from J. R. R. Tolkien's fantasy world. You must specify the actions and movements you want to perform, and the computer will then react accordingly.

In producing the Fellowship of the Ring Software Adventure, it has been necessary to expand beyond the scope of the original book. It was not possible to follow the book precisely and still allow players to make their own decisions or to tread paths the characters never walked in Professor Tolkien's novels. To limit the game that way would leave little reason to play; you could simply read the book and save yourself a great deal of trouble.

As it is, you, the player, will be faced with situations that are entirely unfamiliar – even if you are deeply versed in *The Lord of the Rings* – but that are totally in keeping with the fantasy world created by Tolkien. Even familiar situations can prove to be dangerous and challenging. Fans of the books may be

in for a nasty surprise if they plunge confidently into the depths of dire (but expected) encounters, secure in the knowledge that familiarity with the books is enough to ensure easy victory.

To those unfamiliar with Professor Tolkien's works, the game is readily playable. At no point of the game is a knowledge of the books assumed, although it is recommended that the book be read, if for no other purpose than to become more familiar with the world of Middle-earth and its inhabitants.

So play well, have fun, and if the wargs get you, just remember: you knew the job was dangerous when you took it!

A Brief History of the Ring Wars

In the middle years of the Second Age of Middle-earth, Sauron the Great, master of the evil realm of Mordor, beguiled the great Elven-smith Celebrimbor of Eregion to teach him the craft of making Rings of Power. Three rings were made to grant the Elf lords their powers of wisdom and magic. Then Sauron and Celebrimbor labored together to create the Seven and the Nine, which were given to the great lords of Middle-earth. Unknown to Celebrimbor, Sauron had betrayed him. Deep within the bowels of Mount Doom, Sauron constructed the Ruling Ring, a ring that could enslave the wearers of the other rings to him forever. So powerful was the spell that Sauron bound much of his power into it, forever linking his fate with that of the ring.

When Celebrimbor realized that Sauron had betrayed him, he hid the Three Elven-rings from him. Over the ages, the Dwarven-rings were nearly destroyed by dragons, but their wearers were even so brought into all-consuming greed and folly before they fell. The Nine Mortal Lords "faded" from use of the rings and became the Nine Ringwraiths, forever enslaved to Sauron's will. A bitter war

took place, with the prize being the fate of Middle-earth. At last Sauron was overthrown, and the ring was cut from his finger by the human King Isildur.

Isildur was in turn slain by orcs in an ambush many years later, the ring slipping from his finger as he tried to swim across a river to safety.

Several millennia later, the ring was plucked from the river by a hobbitlike creature named Déagol. Déagol was tricked into giving up the ring by Sméagol, a skulking character, who saw the ring and coveted it. Sméagol was soon corrupted by the ring and eventually fled with his prize to the heart of the Misty Mountains. There he hid himself in the darkness, and came to be known as Gollum. The ring sustained his life force for many dark centuries before it sensed its master stirring once again.

Many years ago, Bilbo Baggins found the ring in a goblin's den, where it lay after falling from Gollum's finger. After many adventures, Bilbo returned at last to his home in the Shire. (Much of this background material is covered in the book *The Hobbit*.)

The ring has now passed on to Frodo Baggins, Bilbo Baggins's heir, Bilbo having long since retired and moved to Rivendell. In recent times, Gandalf the Wizard (an old and trusted friend) has told you of the ring's dark history. The servants of the Enemy even now are seeking the One Ring, and the hobbit Baggins who possesses it.

Gandalf tells you to take the ring to Rivendell, far to the east, and there to seek Elrond, who will advise you what to do with the now dangerous treasure. As the Enemy is watching the roads, he advises you to travel by circuitous routes, and to adopt a pseudonym for the time being.

To aid you in your quest are your three hobbit companions: Merry, Sam, and Pippin. The game starts with Sam and Pippin joining you at Bag End, your comfortable home in Hobbiton-on-the-Hill. Merry awaits the group at

the house in Crickhollow, to the east of Hobbiton, by the western bank of the Brandywine river.

A quality inherent in the ring is that it makes the wearer invisible to all but the most powerful of creatures. Gandalf has warned you not to make use of the ring yourself, lest you also "fade" and become a Ringwraith. Gandalf will aid you as much as he can, but he has many tasks to perform to make the passage to Rivendell as safe as possible for you. For all intents and purposes, you are on your own.

Communicating with the Program

The Fellowship of the Ring Software Adventure includes a very sophisticated communications program called *English*. English will allow you to enter your commands and converse with other characters in familiar sentences. Those of you who have played the Hobbit Software Adventure will find that the English language has been enhanced in this program.

More details are given later in this guide about the power of English, but the important thing is that you can enter your commands in simple, everyday language, instead of computer terminology.

The Fellowship of the Ring Software Adventure has a very large vocabulary, so you should have little difficulty expressing your ideas and commands. Commands will usually take the form of actions, and this guide contains an abbreviated list of some of the actions you can use. The list, however, includes only some of the most common commands and words; the program actually knows over eight hundred words, and hundreds of these are available to you in playing the game. The best thing to do is to try a word. The computer will tell you if it does not know it. In some cases, if the com-

puter does not understand your command, it will ask for clarification.

The Screen Display

The Fellowship Software Adventure screen is divided into two windows: the description window and the communications window. The adventure descriptions – the text that describes your surroundings and the activities around you – appear in the description window at the top of the screen. Whenever you enter a new location, the computer will give you a full description of the area, the objects that are in plain sight, and a list of the exits that are visible.

The second time you enter a location, the computer will give you only a brief description of the location. If you wish to obtain a more complete description, simply enter the command LOOK, and the computer will repeat the lengthy text.

The description window is also the area where the location graphics appear. The picture will appear the first time you enter a location, and each time you use the LOOK command. The graphics provide you with pictures of the immediate location, though no characters will be pictured. These are left to your imagination.

Below the adventure script, an arrow indicates the communications window, or the space in which you will type in the actions you wish to perform. These action commands will appear on the screen in capital letters.

Once you have typed in and entered your commands, the computer will perform or otherwise acknowledge your action, or inform you that it does not understand the command. Once the computer has acknowledged an entry, it will print any new text that results from your actions, and then indicate that it is ready to receive a new command.

Roles You Can Play

One of the most fascinating features of the Fellowship of the Ring Software Adventure is that it offers you the opportunity to play any one of several roles within the game, and even switch roles while playing. This not only allows you to "be" hobbit characters throughout the game, but it also allows up to four people to play the game simultaneously.

Single-Player Game

When you first load the Fellowship Software Adventure into your computer, one of the questions you will be asked is:

WHICH HOBBIT CHARACTERS DO YOU WISH TO PLAY?

Frodo, Merry, Pippin, or Sam?

At this point you will choose all of the characters you might like to be during that session of play. If you are playing the adventure for the first time, it is a good idea to choose only the role of Frodo. If you select none, the computer will assume that you want to play the role of Frodo. The first character you enter is the first character you will "be" in the game.

Whenever you choose to play just one character, the computer will take control of the other three characters and ensure that their actions are in keeping with their personalities. It also means that whenever you wish these characters to perform specific actions for you, you will need to instruct them by talking to them directly, using the SAY TO command (see the section on the English language).

When you play more than one character, the computer will look after the characters you are not controlling at the moment, but only

in situations where you have not instructed them to do anything for a while, or when the entire party moves somewhere else. This means that you will need to instruct each character much more carefully than if you had chosen only one character for the same session.

When you are ready to change characters, simply enter the command:

BECOME (name)

and you will be playing as that character. You may also change characters by entering:

I AM (name)

or omit either command and simply enter the name of the character you wish to become, as in:

PIPPIN

Once you have changed characters, it is a good idea to enter the LOOK command, since you may very well find yourself in a different place and situation.

Multiple-Player Games

The easiest way to play with more than one character is with a friend or three, each of you controlling one of the hobbits. In this way, you can help each other throughout the adventure, and the human interaction on top of the computer interaction will make the game that much more fun.

The initial selection of characters and the commands to change characters are the same for a multiple-player game as for a single-player game. You select all the characters you want to play at the very beginning of the game. To change characters, you use the BECOME or I AM commands, or simply enter the name. By using these commands, you and your friends can "take turns" playing the different characters you have selected.

The English Language

The English Vocabulary

Included here is a list of actions you can use when playing the Fellowship of the Ring Software Adventure. Please note that this does not include the "magic words," or special verbs for actions that can be used only in certain areas and at certain times. Finding out what these words are and how to use them is all part of the fun of the game. Remember that this is only an *abbreviated* vocabulary list. You can always try a new word to see if the program will understand it.

Movements

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

Action Verbs

ATTACK	GIVE TO	SHATTER
BLOW	GO THROUGH	SLASH
BREAK	HELLO	SLICE
CARRY	KILL	SMASH
CLIMB	KNOCK ON	SMOKE
CLOSE	LIFT	STRANGLE
CROSS	LIGHT	STRIKE
DRINK	OPEN	SWIM
DROP	PICK UP	TAKE
EAT	PUT ON	THANK
EMPTY	PUT OUT	THROW
EXAMINE	READ	TURN
FILL	RUN	WAIT
FOLLOW	SAY TO	WEAR
GET		

Special Commands

BECOME	LOAD	PRINT
HELP	LOOK	QUIT
INVENTORY	NOPRINT	SAVE

Rules of English

English is a very sophisticated language-recognition program developed especially for microcomputers. It allows you to communicate with the program in a language and structure familiar to you.

The rules of English are simple. The main thing to keep in mind is that each instruction must be in the form of "verb-plus-noun," where the noun (or pronoun) is explicit or implied. Each sentence must have a verb.

You can use punctuation to separate sentences. Use commas and periods as you normally would. The only limitation on commands is that they should not be more than 128 characters long.

Following are some examples of the way English sentences can be constructed. Note, however, that the specific examples shown may not be valid in this adventure.

When an action does not directly relate to an object, only a verb is necessary.

WAIT

RUN

This is also the case if you simply wish to travel in a particular direction.

SOUTH or S

EAST or E

If the action relates to an object or a character, it must be identified by a noun. English grammar applies, and the order of different parts of a sentence is usually not critical, as in:

WEAR THE RING

GO THROUGH THE DOOR

DROP THE ROPE ONTO THE TABLE

Adjectives must precede the nouns they describe. If it sounds right in English, it's probably good English.

THROW THE HEAVY AXE AT THE HORRIBLE ORC

LIGHT THE WOOD PIPE WITH THE MATCH

Commands you give the computer must be specific and unambiguous. If there are two doors in a room, one red and one green, and you were to say

GO THROUGH THE DOOR

the computer is placed in a quandary as to which door to put you through. In such situations, the program will put you through the first door it finds, which may not be the door you intended.

In this case, it would be better to specify exactly *which* door you mean

GO THROUGH THE GREEN DOOR

The meaning of many verbs can be altered by the use of prepositions, such as ON, OFF, ONTO, and so on. Examples of English sentences with prepositions are:

ATTACK WITH THE SWORD

PICK UP THE RING

In English, prepositions usually go before the noun, but in some cases it sounds more natural to put them after the noun, such as

TURN THE LIGHT ON

PICK THE GOLD UP

Prepositions can also be used to specify the position of an object, or where you wish an action to be performed, such as:

PUT THE GOLD INTO THE BAG

TAKE THE PIPE FROM THE BOX

Use of AND

You can use the word "and" with all its normal meanings in English. This means, among

other things, that you can enter more than one sentence or perform more than one action at a time.

TAKE THE LAMP AND THE MATCH FROM THE CUPBOARD

DROP THE SHORT AND THE LONG SWORDS

TAKE THE GOLD AND RUN

Abbreviation of Commands

You can abbreviate commands. For instance, to attack a Green Knight, you could say

KILL GREEN WITH SWORD

The computer will see that "Green" corresponds with "Green Knight." Note also that the definite article "the" can be omitted. In most cases, the computer will understand exactly what you mean.

Unfortunately, if the Green Knight is standing before a green door, then the word "green" is no longer enough to identify the Knight only, in which case you should say

KILL KNIGHT WITH SWORD

Multiple commands can be entered by placing a comma between instructions.

OPEN BOX, TAKE AXE, GIVE AXE TO SAM

Each of the commands will be carried out by the computer in the order in which they are listed.

Special Commands

In addition to the extensive English vocabulary, there are a few commands specific to the Fellowship of the Ring Software Adventure. The following is a list of these special commands:

LOOK (which can be abbreviated to L) lets you see where you are, all that can be seen

at a particular location, and all possible exits. This command should also be used after you take over the role of another character at another location (that is, after you use the BE-COME command).

INVENTORY (which can be abbreviated to I) gives a full description of all inventory you are currently holding or carrying.

EXAMINE is a standard English word, but special mention of it is made here because it is also very useful when trying to obtain more information about your surroundings in Middle-earth. Examining objects often reveals information about those objects that is not readily apparent from a brief look.

SAVE allows you to save the game for play at a later time. Consult your reference card for the specific method of saving on your computer.

LOAD loads a previously saved game. Consult your reference card for the specific method of loading on your computer. After loading, play continues from the point where the game was saved.

PAUSE suspends the game until you press another key.

PRINT allows you to send text of the adventure to your printer (if connected) and to the screen. *Note:* PRINT and NOPRINT may not be available in all versions. Check your reference card to see if these commands are available on your computer.

QUIT stops the game and returns you to the beginning. Because of memory limitations, the information about Middle-earth which appears at the beginning of the game is not stored in memory and must be loaded in. Follow the commands that appear on the screen.

Interacting with Others

Conversing

The Fellowship of the Ring Software Adventure allows you to converse with the characters you meet on your journey. When you encounter a character you wish to speak to, the general form of the command is

SAY TO (name) "(sentence)"

as in:

SAY TO GANDALF "HELLO"

Saying hello is usually enough to draw most characters into conversation.

You can ask the characters within earshot to perform specific commands that are of use to you, such as:

SAY TO GANDALF "KILL THE ORC WITH THE SWORD"

SAY TO PIPPIN "TAKE THE GOLD FROM THE ORC"

It is not necessary to use the full form of SAY TO (name). You can just use the name of the character you wish to speak to, followed by the message, such as:

PIPPIN "GIVE THE GOLD TO ME"

Of course, because all the other characters act independently, there is no guarantee that they will do as you ask. Their decision will be based on a number of factors, including their allegiance to you, what they are currently doing, and so on.

A few of the characters you encounter will have messages they will deliver only when you identify yourself or ask them certain questions.

To solve some of the problems you will face in the Fellowship of the Ring Software Adventure, you will need to cooperate with other members of your party. Thus you will need to become familiar with the SAY TO

command. Remember, too, that each character has his own limitations, such as degree of strength, and so on.

Cooperating

In the Fellowship of the Ring Software Adventure you must lead a group of hobbits through perilous situations. It will be necessary to tell other characters, including members of your own group, what you would like them to do in a given situation.

Be warned that, in order to succeed, certain actions must be performed by certain characters. Thus you will need to become familiar with the varied talents of each member of your party.

Since you will often be in a group, it is comforting to know that it is not necessary to instruct each and every character on what he should be doing every moment. Most will follow your lead without any prompting. It is also possible to instruct characters to perform actions that will exclude the rest of the party, as in:

SAY TO SAM "CLIMB TREE"

This instruction will not result in a mass exodus to the treetops by all members of your party within earshot. Only Sam will climb the tree. If you leave without instructing him and he can still see you, Sam will follow you, and perhaps eventually catch up with you.

You can speak directly to any character and ask him to perform an action involving another character, as in:

SAY TO PIPPIN "GIVE ROPE TO FRODO"

Friends and members of your party are more likely to respond favorably than strangers, unfriendly creatures, or followers of Sauron. But even friends may say no from time to time.

Besides following your lead, most members of your party will come to your defense if you are attacked by enemies.

There is no cosmic law that stops you from ruthlessly attacking a member of your own party. Do not be too surprised, however, if the other members of the party are a little cooler toward you afterward.

You can talk to yourself, but the result is not going to be very impressive. Suicide is quite possible, as long as you name your character, as in any other attack. You could say (while playing the part of Frodo)

KILL FRODO WITH AXE

In all probability, the result will be something like: "You attack you with the axe. With one well-placed blow, you split your skull." If you find this an attractive alternative, then by all means, be our guest.

The Fellowship of the Ring Software Adventure allows you another method of instructing the hobbits in your party. Using the BECOME command, you can take over another character for a short time. (It is recommended that you become familiar with the adventure from a single-player point of view before tackling the multicharacter game.)

You can say

BECOME PIPPIN

This technique can be used whenever a player wishes to put a character through a series of complex actions, or react to ongoing situations that will confront the character. This is a useful means of conducting operations without endangering the ring, or for controlling the party if you want the hobbits to split up and go separate ways.

Remember that you can only become one of the four hobbit characters you selected at the beginning of the game. For example, if you enter FRODO, you can only become FRODO. If you enter FRODO, SAM, MERRY, you cannot become PIPPIN.

General Concepts

A map of "A Part of the Shire" can be found at the beginning of *The Fellowship of the Ring* and may prove to be of some help.

A map of the western section of Middle-earth is printed in each book of the *Lord of the Rings*, and can also be found on the back of the reference card in the *The Fellowship of the Ring Software Adventure*.

During the adventure, you will encounter many objects. Some are usable as weapons, others are intended as food or drink, still others are used as containers in which to carry things. In Middle-earth liquids behave as they do in our world: they cannot be carried without a container. Also, a character cannot lift too heavy an object or carry too great a load.

Most containers must be opened in order to reach their contents. Once a container is open, you may look into it or take out the objects in it. Once the objects inside a container have been exposed, they may be used. Some containers may be transparent, allowing you to see the contents without opening the container itself.

Some doors are locked. This means that you need either a key or magic to unlock them, or that someone on the other side of the door must open the door for you.

Finding Your Way Around

There are ten possible directions of travel: NORTH, SOUTH, EAST, WEST, NORTHEAST, SOUTHEAST, NORTHWEST, SOUTHWEST, UP, and DOWN. You can also abbreviate directions for each word, as in:

S (for South)

NE (for Northeast)

Passing Through Portals

If you want to go through a portal, such as a door or window, it is quite possible to say so directly, as in:

GO THROUGH GREEN DOOR

When you first enter a location and are given the full text description, all visible doors will be mentioned. However, on a second visit to the location, the brief description may not include all doorways, but only mention objects that can be seen in the immediate area. This doesn't mean that the doors or portals have disappeared. You can always get the full description by typing LOOK (or L).

Following

If a character you have an interest in leaves an area, you may wish to follow him or her. For instance, if Strider suddenly said that he was going to leave, you might decide to

FOLLOW STRIDER

Light and Dark

In some areas, there will be no natural light. Unless you have the means to create light – such as matches and a candle – you will receive no description of the area in darkness. Once a light has been struck, you will be able to see.

If you choose to travel in darkness, you may avoid meeting some unwanted characters. Remember, however, that orcs can see perfectly well in the dark.

Mapping the Adventure

You should keep a map of your travels to assist you in finding your way. However, even your own carefully constructed maps cannot be entirely relied upon. Some locations can be revisited in a straightforward manner. With others, the direction you traveled to get

from Point A to Point B may *not* be the opposite of the direction you must travel to get from Point B to Point A. For this reason, you would be wise to construct a grid listing locations you have already entered and the directions you used to get to them from other locations.

Combat

Hobbits are poor fighters, albeit brave, but can often surprise even themselves by their abilities in one-on-one combat (don't let this give you any false confidence, however). To attack an opponent, you must tell the computer that you wish to KILL it with a specific weapon, such as:

KILL WOLF WITH SWORD

If you do not specify a weapon, the program will assume that you wish to ATTACK with your bare hands. This is never a good idea.

It is not possible to attack inanimate objects. They must be BROKEN.

No matter how well you arm them, be wary of throwing hobbits into the midst of a gory battle. Being rather slight little creatures, they have a tendency to die with spectacular suddenness.

Persistence in combat is rewarded, but be careful: Most opponents hit back, and an already-wounded character is much more susceptible to being killed than a healthy one.

Some weapons (like axes) can be thrown at an opponent. This removes the weapon from your character, and drops it into the area in which you stand. If you throw your only armament, you will, of course, become unarmed, an unfortunate situation.

Carrying Items

During the course of play, you will have to pick up and carry inanimate objects. Once you have found an item, simply TAKE the item in order to pick it up and carry it, as in:

TAKE ROPE

To check on equipment you are already carrying, take inventory of your character by typing INVENTORY or I. If you do not want the item you have picked up, you are carrying too much at once, or you already have a rope, you can say:

DROP ROPE

As an alternative, you may give the item to another member of the party, as in:

GIVE ROPE TO SAM

Some objects not only add weight to your burden, they increase your effective size. This can be troublesome if you intend to go through a small door or tunnel, so beware of adopting the pack rat syndrome.

Fatigue, Wounds, and Eating

All characters are rated for strength and stamina. During the game these characteristics may suffer due to combat fatigue, wounds, or simple weariness.

As a character is wounded, its strength ebbs, and its hold on life grows more tenuous. And, as time passes, a character becomes more and more tired as energy is used up. Highly strenuous activities, such as combat, may exhaust it even more.

The best remedy for depleted strength or stamina is a good meal and some rest. In your travels, you may encounter skilled healers and magical herbs that cure fatigue and damage. Needless to say, these items are rare.

Real Time

In Middle-earth a wandering party might encounter a variety of characters. Some are friends, and some are foes, but many simply ARE. Such characters live lives of their own, traveling about the lands attending to their own affairs. If a character you meet does not fall all over himself to help you, try being patient. Just say hello, or try waiting until he notices you.

Remember, while you and your band of hobbits are busy saving Middle-earth from the terror of Sauron the Great, other creatures and characters are busy with their own lives and adventures. As time goes on and things change for you, so they change for all of Middle-earth. Things may not be as they were when you return to a particular location.

The Two-Part Adventure

As mentioned earlier, the Fellowship of the Ring Software Adventure is divided into two parts. The story and action in J. R. R. Tolkien's novel *The Fellowship of the Ring* was just too much to fit into a single adventure.

Each adventure is totally independent, you do not need to have completed the first adventure before attempting the second, although there are definite advantages to doing so.

Once you have completed the first adventure, the computer will prompt you to save the game at that stage for loading into the second adventure game. This will ensure that each member of the party who is with you at the end of the first part will be with you in the second adventure. Many of the objects you carry will be transported to the second adventure.

You may, of course, attempt the second adventure without completing the first adventure. This will make your task considerably harder, as you will not have your friends to help you, and some of the important objects from the first adventure will be missing. It is, however, not impossible, and advanced adventurers may wish to solve the game in this way.

A Final Word

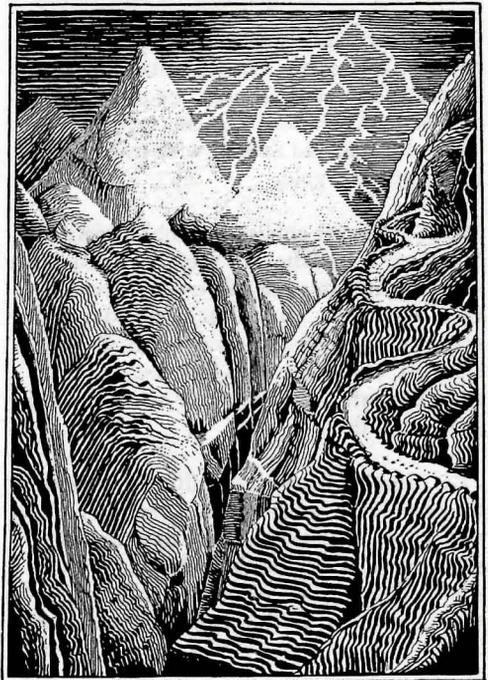
The best hints for playing the Fellowship of the Ring Software Adventure can be gained through reading the book. The first book in the trilogy, *The Fellowship of the Ring*, is supplied with the adventure. Otherwise, the only real hints that can be given here are these:

Be careful. If you race through the game, you will not only limit your enjoyment of it, but will fail to pick up valuable details that might come in handy later on in the game.

Be smart. Hobbits are neither wise, strong, nor magical. If you are going to get anywhere, you will have to use your wits.

Don't be scared to try risky actions. If you take no risks, you will find no rewards. In other words, "Nothing ventured, nothing gained." And keep a good pair of running shoes handy.

You're on your own!



The Mountain-path

Creatures of Western Middle-earth

An Observer's Guide

DWARVES: A long-lived race of valiant warrior/craftsmen. Dwarves and elves harbor a deep and abiding dislike of one another, due to an unfortunate history of mutual competition and mistrust.

ELVES: An ancient and noble race of immortal folk. Elves are fair to the eye, and wise beyond human understanding.

HOBBITS: A race of cheerful, strong-willed folk who chiefly inhabit The Shire. Shorter than dwarves, and lacking the latter's over-developed musculature, hobbits are quite nimble and dexterous. Most hobbits cannot swim (Merry is an exception). Of all the party, Pippin is the most agile, Sam the most sturdy, and Frodo the smartest. Sam, being Frodo's devoted friend and retainer, will always attempt to stay by his side.

MEN: Many different nations of men inhabit Middle-earth. The inhabitants of some, such as Rohan and Gondor, are implacable foes of the Dark Lord. Others, such as Umbar and Harad, aid Sauron with troops, war elephants, and gold.

ORCS: Orcs (or goblins, as hobbits call them) are the soldiers of the Dark Lord. They are powerful, stooped and twisted creatures, with long arms, hairy knuckles, and muzzles crammed with far too many teeth. Orcs hate sunlight, except for the Uruk-hai, a new, more powerful breed recently spawned in the pits of Mordor.

TROLLS: Trolls are huge, flinty creatures; they have lumpen minds and brutal instincts and serve the cause of evil. They turn to stone when struck by daylight. In recent years, the Olog-hai – a wittier, more agile version of the troll that can withstand sunlight – have appeared on the scene. Observers report that they are similar in appearance to enormous, black Orcs of unusual ugliness.

WARGS and WOLVES: The wolves of the wildlands are particularly large and ferocious, and are frequently misnamed "Wargs." Wargs proper are werewolf-phantasms which only assume their real (and deadly) shapes after darkness has fallen. Sunlight nullifies their power.

WIZARDS: A mysterious race of magicians who first appeared in Middle-earth several millennia ago.

Legends and Common Knowledge

For those new to Tolkien's Middle-earth, we provide the following information on items, people, and places that were either legendary, common knowledge, or were known only to antiquarians such as Bilbo and Frodo.

ANGMAR: "Iron-home," a long-dead evil realm which fell to the armies of the last alliance of men and elves many millennia ago. The king of the realm was a victim of the One Ring, and later became the chief of Sauron's Ringwraiths.

ARNOR: In ancient times, Arnor was the northernmost realm of the men of Númenor, which fell before the onslaught of Angmar in the Second Age of Earth. The ruins that dot the trollshaws and old sites, such as Weathertop, are all relics of ancient Arnor.

BAG END: The ancestral home of the well-to-do hobbit family of Baggins (not to be confused with their cousins, the Sackville-Bagginses).

BALROG: An evil spirit raised from Hell during the great wars that rocked the First Age of Earth. At least one has survived to the period of our adventure by hiding in the roots of the Misty Mountains, and was responsible for the destruction of Moria several centuries ago.

BARROW-DOWNS: A source of dread legends within the Shire. It is a place of ancient burial mounds and hostile spirits.

BLACK RIDERS: Ringwraiths or Nazgûl. The Dark Lord's most loyal and trusted servants. The Nine Black Riders are forever enslaved to the Ring of Power.

BREE: A small town at the edge of the wilds. It has a mixed population of men and hobbits.

ELROND: Elrond the Half-elven, Lord of Rivendell, is an ancient and learned figure who has dwelt in Middle-earth since time immemorial. His wisdom is without question.

GANDALF: Gandalf the Grey is the second most powerful Wizard in Middle-earth. He is an old friend of Bilbo and Frodo.

HOLLIN: An ancient, long-vanished kingdom of the elves.

MORIA: A deep labyrinth beneath the Misty Mountains. Called, in the Dwarven tongue, "Khazar-dûm," Moria was once the most fabled and powerful of the Dwarven kingdoms of Middle-earth. It was here that *mithril*, or "Grey-flame," was mined, the basic material of magical swords, runes, and armor. The inhabitants were mostly slain by the Balrog many centuries ago, and now orcs infest its dark halls.

RADAGAST: Radagast the Brown is a Wizard learned in ancient lore. Radagast has many special skills and responsibilities concerning beasts and birds.

RIVENDELL: The dwelling of Elrond the Half-elven, called the Last Homely House East of the Sea. Rivendell is not a fortress, or a city, but a place of learning, healing, and merriment. The Wisdom of the Ages can be found within its walls.

SARUMAN: Saruman the White is the chief of the Order of Wizards, and the most accomplished of Middle-earth's wizards. He presides over the White Council, the defense committee of the forces of good.

SAURON: The Dark Lord, Sauron is the embodiment of evil in Middle-earth. Once thought to have been destroyed during the wars against him in the Second Age, Sauron has risen again and seeks to recover his Ring of Power, which will give him the ability to vanquish the weakened forces of good and enslave right-thinking people everywhere.

SHIRE: The Shire is the area between the Brandywine River and the Tower Hills which the hobbits have made their own. It is a peaceful land of small rivers, gentle woodlands, and well-tended fields.

In case of emergency, turn this page . . .

Right

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Faint, illegible text on the right side of the page, appearing as bleed-through from the reverse side.

... Help Has Arrived

The hints for playing *The Fellowship of the Ring* Software Adventure that you will find on the following pages were designed to move you along through the game without completely eliminating the challenge of play and discovery. They are presented with general tips first, and then in question-and-answer format for Parts One and Two, so you can choose to "peek" at as much information as you need. Some hints are complete solutions to the puzzles. Others will provide a clue, in the hope that it will spark a brilliant idea in you. Make sure to save games frequently, and you will quickly bounce back from any disasters that may befall you.

There are many random elements in the program that no hints or clues can control. For this reason, we cannot supply you with a ready-made map or maze solutions or guarantee that the hints will work for everyone in every possible situation. We have done our best. Now it is up to you.

Tips for Using English

The first part of the user's guide provides full details on the use of English and should be read thoroughly before play. A few quirks to keep in mind: if you use `THANK` as a verb (as in `SAY TO SAM "THANK YOU"`), you may elicit a strange response; be careful how you use `ALL`. Remember to use your wits. `HELP` and `HINT` are good only in a pinch.

Changing Characters

Remember that you must choose all the characters you want to play at the beginning of the game if you want to play more than one character during that session of the game (refer to pages 8 and 12).

If you choose to become all four characters during a game, you may be surprised to learn what the others are up to while you're not watching.

Talking to Other Characters

Pages 11-12 tell you the correct way to talk in English to the creatures of Middle-earth. Quotation marks must be used whenever you wish to speak to another character, or whenever you attempt to perform an action with a character other than the one you are currently playing. Never place a comma directly before quotation marks, as in `SAM, "TAKE STONE"`. If you wish Sam to pick up the stone, you must say: `SAM "TAKE STONE"` because if you were instead to say: `SAM TAKE STONE`, the computer would interpret `SAM` as the verb and be unable to perform the action.

Taking and Examining Things

All items that are found during play must be evaluated for their usefulness. If they are not useful or if their power has been depleted, then get rid of them. Occasionally you will come across items that appear to be useful but for which you can find no use. Life is funny, isn't it?

With the important exception of exits, elements in the description do not "exist" as objects. Items that you can examine and that are useful in your adventure are listed on the line after the description.

A Few More Words about Combat

Exploring a magical world can give one a dangerous sense of invulnerability. Attacking seemingly useless characters is a tempting way to avoid interaction, but going around bludgeoning people without provocation won't do much for your reputation around Middle-earth.

Magic weapons are worthwhile additions to the party's armory. Remember that it is not always necessary to possess a weapon in order to attack someone.

Giant immortal spiders and the like cannot be killed by normal means. Magic or carefully thought-out actions are needed to deal with them. Engaging in hand-to-hand (or even sword-to-hand) combat with them will most likely result in your spectacular death. Black Riders can be killed easily if you are not carrying the ring. However, once lying dead in your path they may block your movements, and elfstones will no longer have an effect on them.

The Party

In some areas, certain actions can be carried out only by certain characters, and so it is valuable to keep your party together. It is also valuable to assess their individual characteristics, such as strength, cleverness, and wisdom. Not surprisingly, Gandalf's presence makes the party safer, but he's not always around. Boromir, Gimli, and Aragorn are very necessary "muscle." Legolas is a good scout. Gimli says something only if he really means it. Legolas is old and wise and usually knows what he is talking about. Boromir is your best warrior. You can be sure that he firmly believes anything that he tells you. Make sure that you follow Strider. Being an independent sort, he will not tag along after you as a rule.

There is a point at which some characters are no longer necessary to achieve the ring quest. However, never leave the Ringbearer alone. Big parties are easily spotted, but single adventurers can be overcome easily and can never rest because they have no companions to watch over them at night.

The Ring

You don't have to carry the ring around with you if you don't want to. It can be safely left in a secure place if you have fears of its being taken from you while you travel.

Although legend has made you understandably hesitant to wear the ring, it can be of assistance on occasion. If invisible, you can sneak past some possibly dangerous characters, but don't assume that the ring gives you a reliable immunity from attack. Remember that Ringwraiths can see anyone who is wearing the ring. Because the ring itself wants to be found, it tends to fall off the wearer's finger at the worst possible moments.

Wearing the ring while in the same area as your companions can cause confusion. Keep in mind that only the one wearing the ring is invisible and, if you speak, your voice can still be heard by other characters.

Solving Mazes

Mazes are designed to confuse you, pure and simple. You must map them because this will help you find your way back out.

One way to get through a maze is to set your sights in one general direction, always taking the path that seems the most likely to lead in that direction. Keep in mind, however, that mazes are designed to prevent you from being able to head in the direction that leads out of the maze. You can always try to second guess this sneaky tendency on the part of the maze designer (who may have only expected simple-minded creatures to come upon it) and head off in the opposite direction. You never know.

You can try placing one hand on a wall and then follow that wall around until you encounter an opening. Then enter the area and follow the wall around until you find another exit, and so on.

The text itself can give you clues in the mazes. If you have been in an area before, you will be given only the abbreviated description. So if you revisit an area, it will be apparent in the description.

A particularly nasty trap is the loop. If you suspect that you have come back to where you started from, drop something (such as a handkerchief) and then move on. If you later find the item on the floor, then you will know you are in a loop. Try taking a new direction.

Finally, you must learn to outwit shifting paths. Pick a direction that you want to go in, and WAIT and LOOK to see if an exit has appeared that will allow you to go in that direction. If not, either wait again, or try the exit that comes closest to where you want to go.

General Strategies for Part One and Part Two

The goal of Part One is to reach the bridge across the river Hoarwell at the end of the eastern highway, defeat the Black Riders, and get the special save that will allow you to load the game into Part Two. Make sure that you adventure extensively in the west before you attempt to enter Part Two.

The goal of Part Two is to survive the journey through Moria and arrive safely at Loth Lorien. Don't be concerned that the objects you had at the end of Part One are not with you when you begin Part Two. You must seek Elrond in Rivendell to gain the food, characters, and information that are necessary to continue your quest.

Part One

Is there an axe or a sword at Bag End that I need to take?

No, but you will find weapons and other magical objects when you need them.

How do I escape the moving trees in the Old Forest?

Move in one direction, WAIT, then try the same direction again, then WAIT. Be persistent: you will eventually succeed. This is a one-way maze; it is mappable. Take a LOOK, and then the opening will almost always move clockwise.

How do I get past Farmer Maggot's dogs?

Say HELLO to them, WAIT, and soon Farmer Maggot should appear to quiet them. Or remember the special powers of the ring. Farmer Maggot will turn out to be a good friend if treated with the respect befitting one of his age and status in the community, but he also has a quick temper and is somewhat suspicious of strangers. Be nice to the dogs.

How do I use the ferry?

From the east bank, GET ON FERRY (your friends will follow), TURN HANDLE (five times, but no one should turn more than twice without eating), GET OFF FERRY. From the west bank, TURN HANDLE until the ferry is on your side, GET ON FERRY, then TURN HANDLE until you reach the east bank.

How do I find Merry?

Experiment to find the quickest route from Bag End to the cottage. If you go there first, Merry should be waiting for you. If you can't find Merry, BECOME MERRY, and then find Frodo.

Can I take the East-West Road to avoid long detours like the farm and the ferry?

The roads are a major source of danger because it is there that you will most likely encounter Black Riders. Bypassing the roads is worth the extra time, yet each alternative route contains challenges of its own. The Midgewater Marshes can be especially handy in allowing you to avoid Black Riders ranging the road between the last bridge and Bree. Trust Strider's instructions, and don't enter the marshes without him.

Is there anything special about Michel Delving?

Michel Delving marks the beginning of the Great Eastern Highway. The mayor is here, as is the Mathom House (don't overlook the bookcase). To "see" the mayor, enter his office in the town hall.

It is wise to take the candle from Michel Delving. Just as in real life, a candle lasts longer than a match and can be put out and relit.

How do I navigate the tunnel between Crickhollow and the Old Forest?

Enter the tunnel only if you (and not your companions) have a box of matches, or matches and a candle. Make sure the candle is lit before you enter the tunnel. If equipped only with matches, you will need to light new matches as you go. You will have trouble telling a friend to light a candle by first striking a match (guess what the verb STRIKE is used for).

How do I get past the Barrow-wight?

Throw something. Or wear the ring. The Barrow and environs should be carefully searched. The Barrow-wight is dangerous, and you cannot immobilize him until he speaks. Use the time wisely. Throw an elfstone or the clay pot at him, but don't attack.

Is there anything important in the disco "Heaven"?

It's there purely for nuisance value (unless you are an Orc).

How do I escape the willow?

If the willow has trapped your friends but not you, get Tom Bombadil, tell him to go SOUTHWEST, and ask him to HELP. There is no way out if you are alone and cannot change to another character.

What do I do at the lake?

Lake Evenduin is the northernmost location in Part One, and it is here that you will find the Watery Tart. This area is well worth a visit. Remember, only a Bucklander hobbit can swim. And make sure he climbs back out.

How do I get through the grassy path maze in the Tower Hills?

The Tower Hills maze must be passed in order to travel into the Blue Mountains. For hints on the possible techniques of finding your way, see Solving Mazes, page 21. The Tower Hills maze is bounded by four gates at each main point of the compass. From the Sandy Beach, go WEST, WEST, SOUTH, SOUTHEAST, EAST, WEST, NORTHEAST, SOUTHWEST to get to foothills of the Blue Mountains. In reverse, go NORTH, EAST, SOUTH, WEST.

Is Harlindon really deserted?

That depends on whether or not you consider ghosts to be inhabitants of "substance."

How do I defeat the Green Knight?

Face the Green Knight with only one champion. Nicely ask your friends to step aside, or simply send them firmly in the opposite direction. Be persistent. You must attack the knight.

What must I give to the Red Lady?

Give her nothing; refuse her demands. Be as stubborn and stolid a hobbit as you know how. As with the giant immortal spiders, powerful witches should not be attacked.

What do I do with the medallion?

Remember, Radagast sent you on a quest: give and you shall receive.

Where will I find food?

You will find food in the cupboard at Bag End, at Farmer Maggot's house, and at Merry's cottage. Tom Bombadil will offer you a nourishing meal. And don't forget the pumpkin, capsicum, celery, banana, marzipan, and peas at Bree. Yum.

The hobbits' overoccupation with food is a well-known characteristic, and one that their nonhobbit friends have gotten used to, if only begrudgingly. For that reason, anyone who offers you food fully expects you and your companions to eat your fill and then fill your knapsacks. Eating alone can be a good move if supplies are limited. A quick bite between combat rounds can give you a burst of energy, always helpful when someone is about to cleave your skull.

How do I get past the gatekeeper at Bree?

Gandalf gave you an alias – now is the time to use it! (To jog your memory a bit, where do hobbits live?) Also, the gates are opened at regular intervals, if you are the patient type.

How do I get past the Black Riders in Bree?

Ignore them. If you don't bother them, they won't see you. Or try letting someone else watch over the ring for a while; after all, it's the Ringbearer they seek. Radagast will tell you how to fend off Black Riders. If you suspect that green jewels have something to do with it, you're right, but you still absolutely must see Radagast and prove your worthiness to be entrusted with their secret. When in need, distribute your elfstones among your friends with care, or you may be in for a nasty surprise.

How can I kill the Black Riders' horses in Bree?

Don't even think of killing the Black Riders' horses in Bree.

Should I visit the small room at Barliman's Inn?

In the Prancing Pony Inn are Strider and Barliman. If you have told Barliman your special name and if you wait long enough, he will deliver Gandalf's letter to you. The small room is just that. Nothing else.

Should I always follow Strider?

It is not essential, but it makes good sense because Strider knows where to go in safety.

Strider told me that Radagast could help, and he led me to a bridge, but he just stands there. What should I do next?

Well, don't you just stand there, too – unless you have already journeyed to the Blue Mountains. The Blue Mountains are west of the Shire, south of the Tower Hills. You will find the great wizard Radagast in the observatory atop the southern peaks. Once you have carried out the task set for you, you should return to the area to meet with the wizard. Radagast is a busy man, so be polite and patient. **KNOCK ON** the observatory **DOOR** and **WAIT**. Think twice about attacking gentle monks and benevolent wizards.

What should I do at the cave of the wise old troll near Weathertop?

Weathertop is a fine place from which to view the surrounding countryside and fill your lungs with fresh air. Other than that, Weathertop is totally devoid of any interest whatsoever.

How can I avoid getting killed by the Black Riders at Weathertop?

Unless you've learned the secret from Radagast, elfstones will do you no good. You need the secret and the elfstones to survive. One elfstone works only once against one Black Rider and then vanishes. Your companions will attempt to use elfstones if you do. Attempting to use an elfstone when you are carrying two of them will bring on your untimely demise.

How many elfstones are there, and where can I find them?

There are at least six and sometimes two in one spot. Look in the observatory, the tree in the gloomy place, the clay pot, the willow, and the lake.

Part Two

Is there anything of interest in the Trollshaws?

The Trollshaws are located between two rivers, the Hoarwell, and the Loudwater, forming the western boundary of the valley of Rivendell. The Trollshaws contain three things of interest. Make sure that you find all three. The ford must be crossed to reach Rivendell. Four legs are better than two. You must tell the horse where to go.

Should I go over the mountains or through them?

Caradhas is a quick way to get across the mountains and find Lorien. It is also a quick way to greet your noble ancestors and find eternal rest. Most assuredly, Moria is the preferable way to reach the eastern side of the Misty Mountains. To negotiate Moria successfully, you will require Pippin, Gandalf, and company and at least one set of mithril mail. You must go to Rivendell first. The doors to Elrond's great hall will not open until he is ready to receive you. Please give Elrond the respect he deserves, even if he is rather vague. And do stop in to say hello to Bilbo, won't you?

How do I enter the gates of Moria?

Whatever you do, be quick about it. Go **EAST**, **EXAMINE** the **DOOR**, say a magic word, **ATTACK** the **TENTACLES**, and go **EAST** again. If your four-footed friend is carrying items that you will need, take them before reaching the Moria gate.

How do I get to Balin's tomb?

After attacking the tentacles, go EAST, UP, EAST, EAST, EAST. Then go DOWN, UP, DOWN, SOUTH, DOWN. You have to do something tricky before you go EAST, EAST, EAST, UP, EAST. You carry on from here. When you reach Balin's tomb, be sure to look for messages on the objects around you.

What else should I know about Moria?

Even though Gandalf provides you with light, it is a good idea to carry some means of illumination as you travel through Moria. You should have few problems in the western halls unless you try to leave the way you came in: there is no escape to the west. The bare rooms area will lead you into a fairly standard maze. The only surprise is the door through which you must pass to continue your journey through Moria. Remember your quest and push a stone.

Listen to Gandalf's advice, and do not enter the great halls without him. If Gandalf's instructions are followed, you should not have any trouble with the eastern maze. The Balrog and his Orcish slaves are at the big hall to cut you off from the bridge. Go directly east across the bridge. Pippin will look out for himself.

How do I ascend the tree in Lorien?

The woods of Lorien lie on the eastern side of the Misty Mountains. After you have gone EAST a few turns, ask Haldir the elf for help. Go NORTHEAST and WAIT, making sure to curb Gimli's destructive urges: SAY TO GIMLI "NO" isn't enough. After asking the elf to do what he needs to do, go to each of the four points of the compass, and ask him to open the gates. Head EAST several times and then, finally, UP. It would be polite to say HELLO to your hosts Celeborn and Galadriel before you head for the shoreline.

Another Final Word

Middle-earth is a magical place, brought to life in each person's imagination. There is no right or wrong idea of how a thing really looks. Middle-earth was created by J. R. R. Tolkien for each of us to enjoy, and we hope that this program will add to your enjoyment of this magical land.

If you have any questions that we have not covered here, please feel free to contact the Hobbit Department, by mail, with your specific problems. See page 3 for a complete address. Please be patient; we will respond as soon as we can.

If, during the course of your travels, you discover misspellings, missing letters, or other typographical errors in the program text, we would appreciate hearing about them. Although we have done our best to proofread all the text in development and testing, we know that a few things have slipped by. All of your comments are helpful to us for future revisions of The Fellowship of the Ring Software Adventure.

Good luck, Frodo and Company!

Frodo's Travel Log

Use this space to make notes and draw maps of your travels through Middle-earth.

Frodo's Travel Log

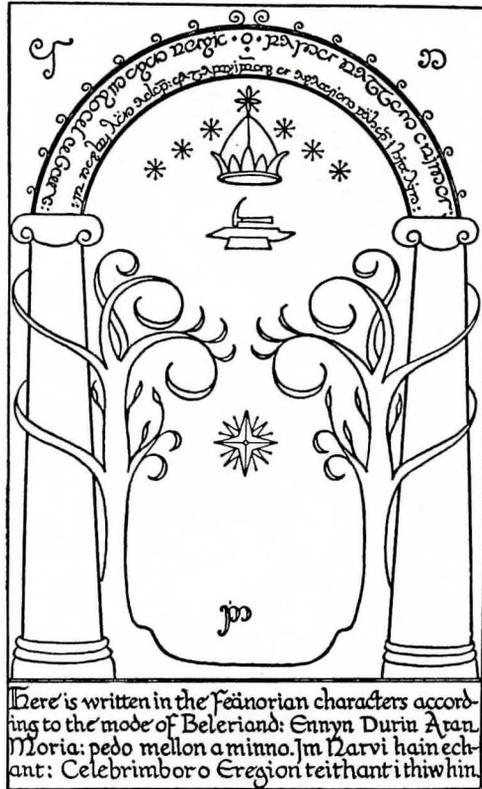
Use this space to make notes and draw maps of your travels through Middle-earth.

Frodo's Travel Log

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The Great Hall of the Kings of Gondor



Doors of Durin and Moria Gate



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