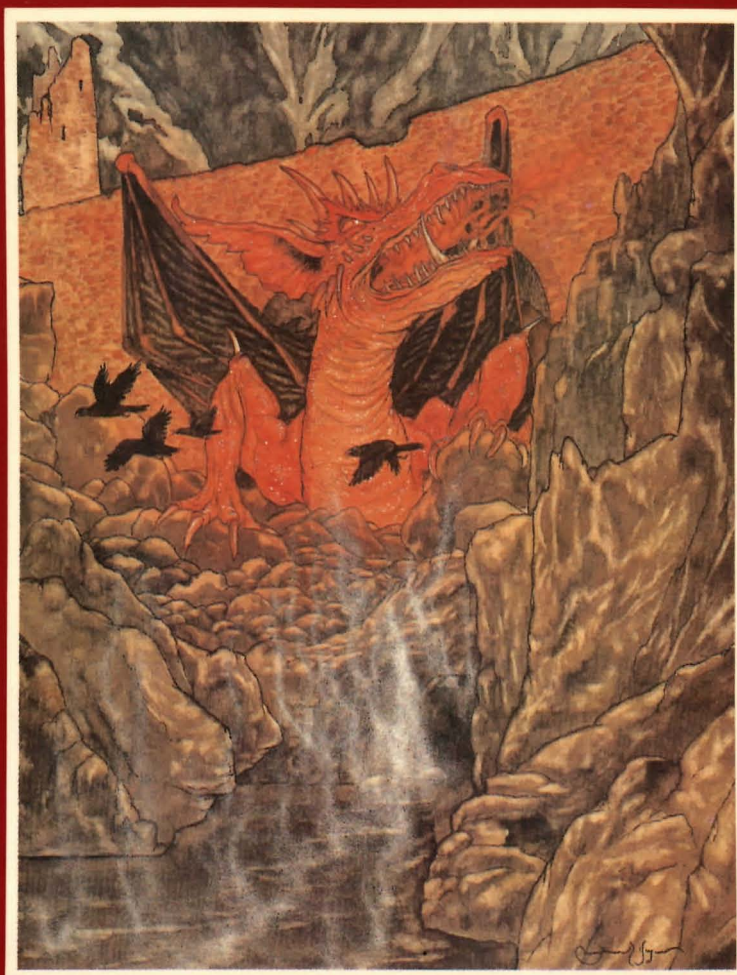




USER'S GUIDE

The Hobbit



The Hobbit

Guide to Middle-earth

Volume 1

Chapter 1



The First of the Hobbits of
the Shire

By J. R. R. Tolkien

Illustrated by the Author

Published by the Tolkien Society

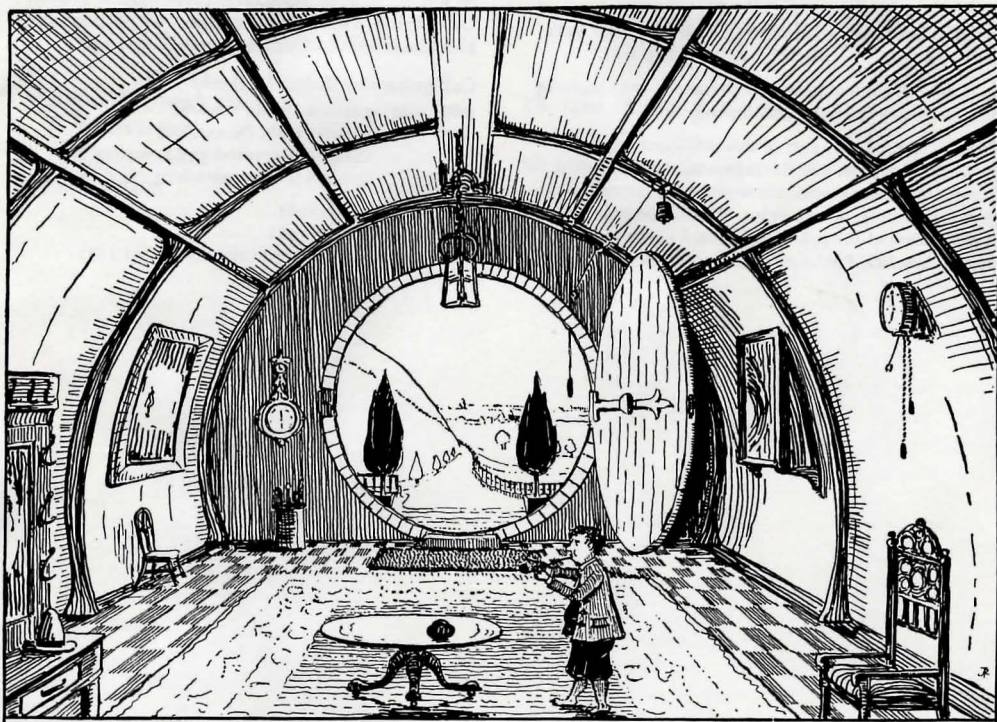
London, England

1955

The Hobbit

Guide to Middle-earth

Melbourne House
Software



The Hall at Bag-End, Residence of
B. Baggins Esquire



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Table of Contents

- 5 Introduction
- 6 Communicating with the Program
 - The Screen Display
- 7 The English Language
 - The English Vocabulary
 - Rules of English
 - Use of AND
 - Punctuation
 - Use of EVERYTHING, ALL, EXCEPT
 - Limitations of English
 - Special Commands
- 10 Interacting with Others
 - Conversing
 - Cooperating
 - Fighting
- 11 General Concepts for the Hobbit Software Adventure
 - Laws of Physics in Middle-earth
 - Finding Your Way Around
 - Passing Through Portals
 - Entering Places
 - Special Crossings
 - Mapping
 - Scoring
- 15 Help and Hint Section
 - First-Level Hints
 - Second-Level Hints
 - Other Helpful Hints
- 18 The English Language
- 19 In Case of Emergency . . .

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Introduction

Welcome to Middle-earth. This is the world of Bilbo the hobbit, of Thorin and Gandalf, of dwarves and trolls and wizards. This is the magical and mysterious land of J. R. R. Tolkien's *The Hobbit*.

You are about to play one of the most sophisticated adventures ever designed for the microcomputer. Addison-Wesley and Melbourne House are very proud to be able to present the Hobbit Software Adventure, based on Tolkien's brilliant fantasy novel.

In the Hobbit Adventure, you play the role of Bilbo Baggins. You will be able to roam freely throughout Middle-earth, explore and discover this enchanted land. You will meet all types of creatures, some friendly and helpful, others very dangerous. Your adventure will be exciting and will hold many surprises each time you play.

If you are unfamiliar with hobbits, you should know that they are "a little people," about half the size of humans. Since they spend a great deal of their time eating (at least six meals a day), they tend to have large and fat stomachs. Unlike most creatures of Middle-earth, they are not very magical, capable of performing only the most ordinary kind of trick. Hobbits wear bright-colored clothing but no shoes, since their feet have leathery soles and thick fur on the tops to protect them. They are a quiet and simple folk and do not care for anything unexpected. No self-respecting hobbit has any use for adventures.

Like other good hobbits, Bilbo just wanted to be left alone in quiet comfort. But there was always a little spark of adventurousness in him, a tiny bit of the not-entirely-hobbitlike Took-clan, inherited from his mother, Belladonna Took. Perhaps this was why Bilbo was singled out by the dwarves and mistaken for a burglar, and why he found himself reluc-

tantly agreeing to join Gandalf and Thorin on the most incredible adventure any hobbit could imagine in his most unhobbitlike dreams.

In this package you will find an order form for J. R. R. Tolkien's book *The Hobbit*. The Hobbit Software Adventure follows the story very closely through Chapter 2, and the book continues to be an invaluable guide throughout play. If you do not know the story of Bilbo, then it might be a good idea to order a copy of the book and to keep it close at hand for reference.

As the adventure opens, Gandalf the wizard has talked you (as Bilbo) into entering a new and exciting adventure helping Thorin the dwarf. Your mission is to seek out the evil dragon, return the treasure he is hoarding to your warm and comfortable hobbit-hole, and place it in a chest for safekeeping. As a secondary mission, you must look after Thorin and protect him. If he should die early in the game, it is most unlikely that you will be able to survive the dangers ahead of you.

It is also important for you to know that, as a hobbit, you are a rather small and mild creature, and most others you will meet along the way will be bigger and stronger than you. You will therefore need to exercise all of your cunning and skill to survive.

Best of luck, Bilbo, and may you return with wonderful tales to tell on a cold winter evening in front of a log fire.

Communicating with the Program

In the Hobbit Adventure, the computer will act as a translator between you and the program. You tell the computer what you want to do in English, and the computer will translate the request and the program will execute it.

The computer will also be your source of information about where you are, what you can see, and what other creatures in the adventure are doing.

If the computer is not sure of something you mean, or if there is an ambiguity in your instruction, it will come back to you with questions for clarification.

The Hobbit program has a large vocabulary (see the section on the English Language). It knows over 500 words and can perform over 50 different actions (combining verbs and prepositions), so it is capable of very sophisticated communication. The use of English to interact with the computer allows you to enter your instructions in familiarly structured sentences.

The Screen Display

The screen display is divided into two windows. The bottom five lines of the screen are the "communications window." Everything that you type in will be shown here. This is also the place where the computer will indi-

cate when it does not understand something you typed. For instance, if you mistype the word *door* as "DOR," the program will come back with:

I DON'T UNDERSTAND THE
WORD "DOR."

Other messages will also appear when the program is unable to execute your instructions. Each window will scroll independently of the other.

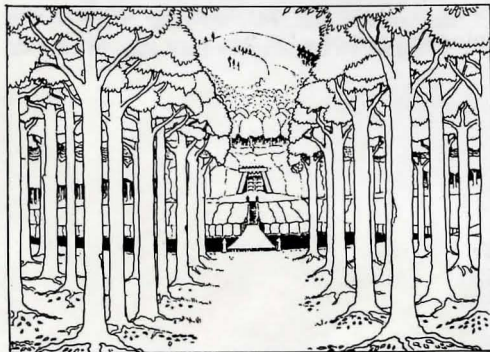
The rest of the screen is the "adventure window." This is where you will find out what is happening in the adventure, what you can see, and what the other characters are doing and saying.

The adventure window is displayed on the screen in upper- and lowercase. Every action that takes place, whether performed by you or one of the other characters, will be shown here. Descriptions of locations and of objects and their contents, etc., will also be shown.

Usually, the text that is displayed on this screen is short enough to fit in one window. Occasionally, however, the screen must scroll to fit all of the information. When this happens, the screen will pause and the word MORE will appear. Press any key to see the rest of the information.

The adventure window is also the area where graphic depictions of the various locations will appear. Over 80 locations described in the book are represented in this adventure. When this happens, the bottom two lines of the adventure window will remain as text to let you know what is happening, and the rest of the window will change to pictures.

Though the pictures of the locations contain many details, it is possible that Bilbo can see things and people in the area that you cannot see on the screen. Don't be deceived by thinking that the screen shows everything. It is always a good idea to take a look around.



The ElvenKing's Gate.

The English Language

The following list shows some of the most common words that you can use within the program (abbreviations are given in parentheses).

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

Special Commands

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

Prepositions

ACROSS	INTO	THROUGH
AT	OFF	TO
FROM	ON	UP
IN	OUT	WITH

Adverbs

CAREFULLY QUICKLY
SOFTLY VICIOUSLY

Rules of English

English is one of the most sophisticated language-recognition programs developed for the microcomputer. It allows you to communicate with the program in a language and structure that is 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-then-noun," where the noun (or pronoun) can also be implied.

Each sentence must have a verb.

RUN

CLIMB

WAIT

are all valid sentences, with an implied pronoun of "I."

The meaning of the verbs may be altered by the use of adverbs.

RUN QUICKLY

VICIOUSLY BREAK THE DOOR

English grammar applies, and the order of the different parts of the sentences is usually not critical.

WITH THE SWORD CAREFULLY
ATTACK THE TROLL

ATTACK THE TROLL CAREFULLY
WITH THE SWORD

Adjectives that describe nouns must come before the noun. If it sounds right in English, it is probably valid in English.

OPEN THE GREEN DOOR is correct,
but

OPEN THE DOOR GREEN is not.

Prepositions usually come before the noun in English.

ATTACK WITH THE SWORD

PICK UP THE GOLD

The preposition could go before or after some verbs, or even at the end of the sentence if it sounds more natural.

TURN THE LIGHT ON

PICK THE GOLD UP

Use of AND

You can use the word AND in all its normal meaning 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 ROPE
OUT OF THE BARREL

DROP THE SHORT AND THE
LONG SWORDS

TAKE THE TREASURE AND RUN

Punctuation

Sentences can be separated by the use of punctuation. You can use commas, semi-colons, and periods as you normally would.

Quotation marks are used when you are speaking to another character. (See the section on Conversing.)

The only limitation the computer puts on what you can enter is that the command must not be more than 128 characters long.

Keep in mind, however, that if you enter a very long instruction, other characters in the adventure could use that time to their own advantage.

Use of EVERYTHING, ALL, EXCEPT

It is sometimes not convenient to have to enter a long list of objects when the words EVERYTHING or ALL would suffice. You are able to use these words in English just as you normally would.

You may also specify what you want to manipulate by using EXCEPT in conjunction with ALL and EVERYTHING.

EAT EVERYTHING

BREAK ALL THE BOTTLES

OPEN ALL EXCEPT THE GREEN
DOOR

Limitations of English

To describe an object, you are only able to use the object's name and its associated adjectives (if any apply). For instance, if you see some delicious foamy beer in a bottle, you could say:

DRINK BEER

or DRINK DELICIOUS BEER

or DRINK FOAMING BEER

or DRINK DELICIOUS FOAMING
BEER

as all of these would result in quenching your thirst. You cannot, however, use the position of an object as its description.

DRINK BEER IN BOTTLE

would not be acceptable.



The Trolls

You cannot have more than one indirect object in a sentence. Basically, this means that you cannot do one thing in more than one way in the same sentence.

PUT THE ROPE ON THE TABLE and
PUT THE ROPE ON THE CHAIR
are both valid, but

PUT THE ROPE ON THE TABLE
AND THE CHAIR

is not.

By the same general rule, you cannot say things like

ATTACK THE TROLLS WITH
EVERYTHING

Special Commands

There are a number of special commands unique to the Hobbit Adventure:

LOOK (L) gives you a graphic depiction of your location. Then, by pressing a key, you will receive a text description of the location, including all exits and objects (other than any you are carrying).

INVENTORY (I) describes everything you are carrying.

EXAMINE (object) enables you to have a closer look at any object you come across.

WAIT passes the time.

@ (no return) instructs the program to repeat the last command. (This must always be the first input of a sentence.)

PRINT turns on your printer if it is connected to the computer and sends the contents of the adventure window to the printer as well as to the screen.

NOPRINT disables the PRINT command. (PRINT and NOPRINT may not be available in all versions. Check your reference card.)

SAVE allows you to save your current game on disk. After you have saved the game, play will continue normally. The next time you play, you can pick up where you left off.

LOAD loads a previously saved game from the disk.

QUIT restarts the game.

SCORE tells you what your percentage is so far.

PAUSE suspends the game until another key is pressed.

Interacting with Others

One of the fantastic features of the Hobbit Software Adventure is ANIMATION. With ANIMATION, each creature in the program has an independent character of its own. It is capable of performing a wide range of actions and of making decisions based on what is happening around it.

Each character will follow a general course of action that is in keeping with its particular personality. However, the specific actions it takes are (naturally) unpredictable and will be different each time you use the program. They will react in some way, not only to what you do but also to what every other creature they come into contact with does!

Just like in our world, the creatures here are doing things all the time, even when you cannot see or hear them. They will go about their business even when you are not around. This is because the Hobbit is played in "real time," which means that things will happen even if you are doing nothing. If you just sit and watch the screen, you will find that after about 30 seconds, the following message will appear:

— You wait —

Time passes . . .

Only when you are actually keying in an instruction will time "stop" in Middle-earth.

Because of these special features, you will find that each time you enter the Hobbit Adventure, the game will proceed in a slightly different manner. The further you get into the adventure, the more different your experiences will be. This means that there is no unique solution to the Hobbit Adventure; you will face slightly different problems each time you play.

This is not a program that you will use only once. Each time you play you will be embarking on a new and exciting adventure.



. The Front Gate .

Conversing

The Hobbit Adventure also features Animation, which allows you to talk to the other creatures in Middle-earth.

Of course, because all creatures are animated through Animation, they will make up their own minds about whether to talk to you or follow your suggestions.

The way one talks to others in the Hobbit Adventure is quite simple. You enter:

SAY TO (name) "(sentence)"

For instance:

SAY TO GANDALF "READ MAP"

But remember that although this form is certainly correct, you may still receive the message:

— Gandalf says "No!"

Try not to say too much to one creature at a time. If you are long-winded, a creature may think you are a bore and not agree to help you. For the same reason, it is a good idea to try to limit the use of ALL in your sentences to other creatures.

General Concepts

You must be more careful than usual in typing in what you say to other creatures. They, unlike the computer, will not tell you when they do not understand what you are trying to say. They will just think you are a little odd and will probably not be too anxious to stay around you.

Cooperating

It is important for you to know that, for some of the problems in the Hobbit Adventure, a solution only exists if you are willing to cooperate with the other creatures in the adventure. As you are only a hobbit, you have no magical powers, and you will find that there are many things that others are able to do better than you (see the Laws of Physics in Middle-earth). So you must stay on good terms with your friends. Of course, sometimes you will have to be on your own and learn to fight your own battles.

Fighting

As much as Bilbo might like to think otherwise, there would be no adventure in the Hobbit without danger, and many of the creatures you will meet in Wilderland are less than friendly. Many will attack you on sight. Some will try to kill you, while others will want to capture you. It is also safe to assume that any creature will fight back if it is attacked.

As you are only a hobbit, it is helpful to have weapons, though you will still be able to fight (albeit feebly) without them.

If you do not specify a weapon (even if you are carrying one), the program will assume that you want to fight with your bare hands. Because of the viciousness of some of the creatures in Wilderland, don't be surprised if you find a dead body in your travels. Take care that it isn't your own!

As stated above, in the Hobbit Adventure you play the part of Bilbo Baggins, roaming around Middle-earth and interacting with the other characters.

On your adventure, you will encounter many strange and wonderful objects. Some may have magical properties. Some may be deceiving, and may not be what they first seem to be. Some can be used as weapons, others can be eaten, and so on.

Laws of Physics in Middle-earth

There are certain general laws of physics that apply in the Hobbit Adventure and they must be understood and obeyed.

You cannot lift an object that is too heavy for a hobbit to carry. In addition, if you are already carrying something, you cannot lift another object if the combined load is too heavy. This applies to all of the other creatures in the adventure, also. However, since they are likely to be stronger than you are, they will be able to lift objects that you can't.

You do not have to be carrying an object in order to be able to use it. For example, if there is a sword lying on the ground, you can say

KILL THE GOBLIN WITH THE SWORD

combining the two actions (picking up and killing) into one sentence. The exception is when the object that you want to use is being carried by someone else. Other creatures are not likely to let you take things away from them.

Some objects can act as containers, such as sacks, barrels, etc. You cannot put an object into a container if it is too large to fit, nor can you put something into or take something out of a container that is closed.

Some containers may be transparent; others are opaque. You will be able to see the contents of any transparent container from the outside. However, you can only see the contents of an opaque container if you open it.

Liquids behave as you would expect – they cannot be carried unless they are in a container; if the container breaks or falls, the liquid will spill, and so on.

Some objects may be locked. Doors are obvious examples; others are windows, chests, caches, and so on. To unlock them, you will need the right key.

Some objects are breakable, so you must be careful in how you handle them. In some cases, you might *want* to break an object. Be careful how you choose to break things. If, for instance, you try to break a door with a bottle, you will find that the bottle will break and not the door.

Fighting will make you weaker, as it takes a great deal of energy. You will need to eat regularly to get your strength back. If you don't, you may find that you are too weak to lift even the smallest object. But be warned – don't be a glutton. While hobbits may be inclined to eat 7 or 8 meals a day in their quiet, ordinary lives, there isn't time for such things on adventures.

In order to reach the dragon and his treasure, you will need to go through caves, dungeons, and other underground locations. Some places will have natural light (if it is daytime), but others will be dark and forbidding. If you go into a dark location, you will not be able to see anything. You may become disoriented and lose your sense of direction. It is very dangerous to move around in total darkness.

Finding Your Way Around

Most of the adventure you are about to enter takes place in Wilderland, located in the west of Middle-earth. You can find maps of Wilderland on the reference card (and in the book). Over 80 of the locations in the book can be visited in the Hobbit Adventure. You will also come across many characters and situations that you will recognize.

There are a number of ways you can instruct Bilbo to move around in Wilderland. You can specify movement in one of the 8 directions of the compass: north, northeast, south, southeast, and so on, as well as up or down. These directions can be expressed as full words or abbreviations, in sentences or by themselves.

For example:

E, EAST, GO EAST, RUN EAST, and QUICKLY GO EAST

Directional keys can be used for fast movement in the main direction: north, south, east, or west. You cannot use the directional keys to move in combined directions (such as southeast) or to move up or down. Note that you can only use the directional keys when they are the first thing entered into the computer. In other words, you cannot begin to enter a word, backspace to the beginning of the line, and then press an arrow key.

Since you may enter more than one sentence at a time, you can combine movement with other instructions.

TAKE EVERYTHING AND GO EAST
or TAKE ALL, E

You can also string several movement commands together (as in E, E, SW, W), though this may cause you to pass by something that is potentially exciting or valuable to your mission.

Passing Through Portals

If you want to go through an entrance or passageway, it is quite valid to say something like

GO THROUGH THE GREEN DOOR

You may also go through windows, trap doors, and other passageways. Obviously, if a passageway is closed, you must open it before going through.

You are also able to **LOOK THROUGH** openings. This can be very useful if you want to see where you would get by going in that direction, or to see who is there waiting for you.

Entering Places

If you know where you are going (maybe you have been there before), you can specify the location you want to enter rather than the direction of movement. For instance, to the east of your home is the Lonelands, so you could say

ENTER LONELANDS

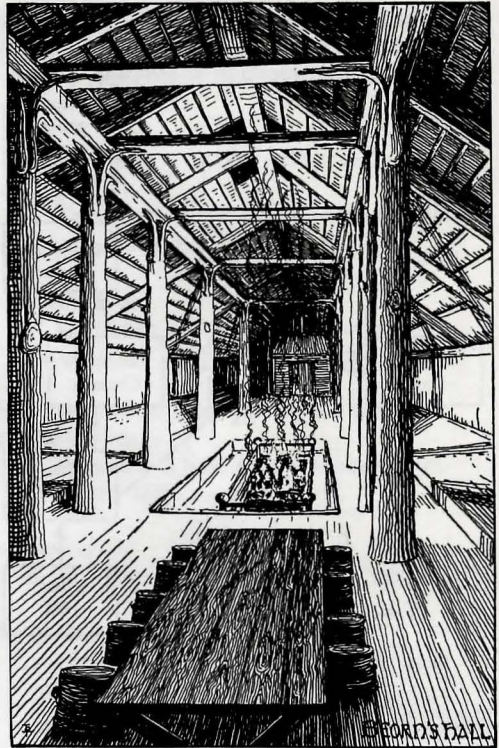
or **GO INTO LONELANDS**

If someone you want to talk to has entered another location, you can follow him.

FOLLOW GANDALF

Special Crossings

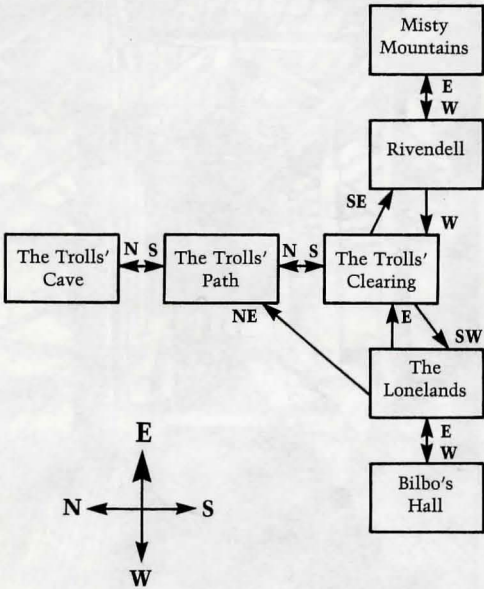
Crossing rivers, ravines, chasms, and so on can be dangerous and difficult. You can try to jump across a ravine or swim across a river, but be careful. Try to use your wits and the things you are carrying.



Mapping

As you make your way around Wilderland, you will find that movement here is much more complex than it is in the world of man. You will find yourself on trails and paths, in caves and passageways, some of which seem to go around in circles with no escape. For this reason, you will find it very helpful to make a map of your movements as you go along, adding to it each time you play the game.

It is possible to map a great deal of the adventure using the method shown in Figure 1, adding each new location as you come to it.

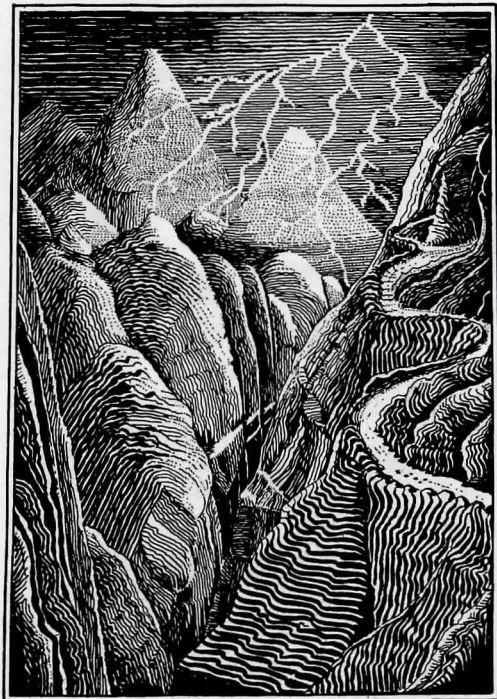


However, one of the obstacles you will encounter in Middle-earth is that the direction you take from point A to point B may not be quite the reverse of the way from point B to point A. In addition, you will at times be climbing up or down, requiring representation of several levels in your map. Therefore you may need to devise an even more creative method of recording your movements. One way is to create a grid, such as the mileage charts used on some road maps. Locations travelled from could be listed on the rows and those travelled to in the columns. The intersecting spaces would contain the directions travelled to get there. Using a grid will enable you to record how you made your way from one location to another and even back again. You can keep track of where you have been and know where you can go from where you are. This method is particularly effective for mapping the twisting, turning paths of Wilderland, entering

and leaving the underground locations, and keeping track of secret or magical passageways.

Scoring

While playing the Hobbit Software Adventure, you build a cumulative score in increments of 2.5 percent for visiting particular locations or performing certain actions. If you should come to an untimely demise, the program will tell you what your score is. You can also receive the score "in progress" by typing the special SCORE command. You do not have to reach 100 percent in order to "complete" the adventure. In fact, you can fulfill your goal while accumulating a score of only 50 to 60 percent. To build your score, try to be as active as possible, visiting many locations and seizing all opportunities for adventure.



The Mountain-path

Help and Hint Section

In the Hobbit Adventure, you can obtain some help along the way by typing the HELP command. These messages (some of which are simply a few encouraging words) are enough to get some people going.

One of the best ways to help yourself with the Hobbit Adventure is to reread the book and keep it near while using the program. This is your most complete source of information.

For those who need a little more help, and those who need even a little more than that, we have included some additional assistance here.

This section contains several different levels of hints for your journey. The first group of hints is written in easy-to-read English. If you find that these are not helpful enough, there is another list of clues written in a simple rune, or code. To use the second list, simply refer to the rune with the number corresponding to the first set of hints, and decipher it using the key provided (a few do not have a second clue). After that, you're on your own, Bilbo.

First-Level Hints

A comfortable tunnel-like hall.

1. You need to go through the round green door.

An almost hidden path with trolls' footprints.

2. Where do you think you'll find a troll's key?

The trolls' clearing.

3. You mustn't stay where the trolls can see you.

Rivendell, near the Last Homely House.

4. Perhaps you have some curious symbols that Elrond could help you read.

The narrow, hard, and dangerous paths through the Misty Mountains.

5. Be particularly careful not to lose your way.

A fair-sized cave with a dry floor and comfortable nooks.

6. The small insignificant crack may be quite significant.

Beorn's house.

7. Beorn can often be a very accommodating host. Take a look around.

The west bank of a stream, to the west of the black river.

8. If there is a boat on the other side of the river, how can you get it?

Forestriver.

9. The river is moving fast and furiously.

The goblins' dungeon.

10. Friends will appear if you only have patience.
11. That pile of sand might be more than it appears to be.

A big cavern with torches along the walls.

12. Where does this door lead?

The green forest.

13. Are you going to let a flimsy spider's web stop you?

A place of black spiders.

14. The way in is the key to the way out.

A levelled elvish clearing.

15. How do you open a magic door?

A dark dungeon in the Elven King's halls.

16. Listen to what others tell you.

The cellar where the king keeps his barrels of wine.

17. Can you see what is underneath the trap door?

A wooden town in the middle of Long Lake (Lake Town).

18. What help can Bard offer?

Second-Level Hints

Letter in code:	L M N O P Q R S T U V W X Y Z A B C D E F G H I J K
Replace with:	A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

1. JZFNLYYZE RZ ESCZFRS L
NWZDPO OZZC.
2. DEZYP ECZWWD HTWW YZE
DPP JZF ELVP ESP VPJ.
3. ECZWWD HTWW EFCY EZ
DEZYP HTES ESP OLHY.
4. PWCZYOD LOGTNP TD XZCP
GLWFLMWP ESLY JZF NLY VYZH
YZH.
5. QCZX CTGPYOPWW, NZYETYFP
PLDE EZ MPZCYD SZFDP.
6. MPHLCP ZQ RZMWTYD ZY OFEJ,
LYO XZGP BFTNVWJ.
7. JZF XFDE MP SFYRCJ MJ YZH.
8. OZ JZF SLGP L CZAP EZ ESCZH
LNCZDD ESP CTGPC?
9. OZ YZE ECJ EZ DHTX LNCZDD.
10. JZFC QCTPYOD NLY CPLNS ESP
HTYOZH, LYO ELVP JZF LWZYR.
11. L GLWFLMWP TEPX EZ ESZCTY
LYO EZ JZF.
12. TD L VPJ ESP ZYWJ HLJ EZ ZAPY L
OZZC?
15. L SLYO HPLCTYR L XLRTN CTYR
XTRSE QTYO ESP HLJ, PILXTYP ESP
OZZC.
16. HLTE, LYO ETXP JZFC PDNLAP
NLCQPFWWJ.
17. UFXA ZYEZ L QWZLETYR
MLCCPW, LYO OZY'E QZCRPE
ESZCTY.
18. WFCP DXLFR EZ ESP CPLOJ
XLCVDXLY.
19. ESZCTY XFDE ZAPY ESTD, LYO
BFTNVWJ!
20. ELVP HSLE TD STD LYO SP HTWW,
QZWWZH.

The Side Door.

19. You will need Thorin and his small heirloom.

The halls where the dragon sleeps.

20. To conquer this foe, he must be out of his lair.

Other Helpful Hints

Caves

Map the passages of the goblins' caves carefully – they are tricky!

You may find that you are able to kill some goblins with the short sword. However, you may also find that as soon as you have killed one goblin, another will appear right behind it and capture you (goblins are nasty creatures that rarely travel alone). Ending up in the goblins' dungeon may be inevitable, though perhaps not as disagreeable a situation as it first seems to be.

Thorin and Gandalf, Your Faithful Friends

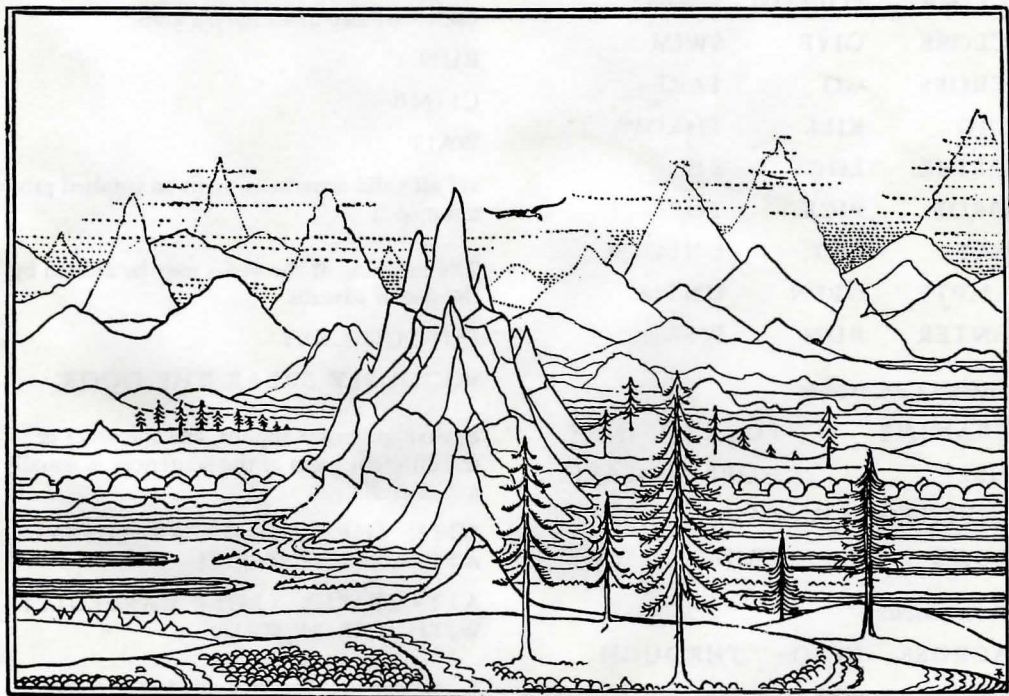
Unfortunately, both Thorin and Gandalf lack much of the personalities you have come to know them by in *The Hobbit*. However, each may prove to be quite helpful to you at various points in your adventure. Both are a good bit stronger than you, so they can carry loads and attack enemies at times when you might fail miserably.

Thorin will follow you throughout most of the adventure. If he should wander off, or if you decide to try and lose him, keep in mind that in order to complete 100 percent of the adventure, you will need to bring him back to your comfortable hobbit-hole.

You will find Gandalf sadly lacking in the magical powers that were so useful in the book. However, this does force you to rely on your hobbit ingenuity to see you through.

Gollum

You will no doubt meet up with Gollum in your journey. He is the keeper of the magic ring and another inhabitant of the goblins' caves. Gollum is an unpredictable character and very possessive of his precious ring. He will probably try and trick you into playing his riddle game, but don't succumb to the temptation unless you are absolutely sure of the answers. If you give him the wrong one, he will strangle you. That is the rule of the game. It is probably best not to answer him at all.



The Misty Mountains looking West from the Eyrie towards Goblin Gate

The English Language

The Hobbit program can understand the following words (valid abbreviations are given in parentheses).

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

Special Commands

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

Prepositions

ACROSS	INTO	THROUGH
AT	OFF	TO
FROM	ON	UP
IN	OUT	WITH

Adverbs

CAREFULLY QUICKLY
SOFTLY VICIOUSLY

Rules of English

English is one of the most sophisticated language-recognition programs developed for the microcomputer. It allows you to communicate with the program in a language and structure that is 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-then-noun," where the noun (or pronoun) can also be implied.

Each sentence must have a verb.

RUN

CLIMB

WAIT

are all valid sentences, with an implied pronoun of "I."

The meaning of the verbs may be altered by the use of adverbs.

RUN QUICKLY

VICIOUSLY BREAK THE DOOR

English grammar applies, and the order of the different parts of the sentences is usually not critical.

WITH THE SWORD CAREFULLY
ATTACK THE TROLL

ATTACK THE TROLL CAREFULLY
WITH THE SWORD

Adjectives that describe nouns must come before the noun. If it sounds right in English, it is probably valid in English.

In case of emergency, turn this page . . .

... Help Has Arrived

The hints for playing The Hobbit 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 in question/answer format, and 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.

Please remember that there are many random elements in the program that no hints or clues can control. For this reason, we cannot guarantee that the hints will work for everyone in every possible situation. We have done our best. Now it is up to you.

I keep getting killed by all manner of creatures. How can I prevent this?

Unfortunately, falling victim to the other creatures of Middle-earth is the inescapable fate of the hobbit species. Hobbits are much smaller and weaker than most every other creature they will encounter. The most clever and experienced hobbits will most likely survive; the others can only hope to fare better in their future lives. Another strike against Bilbo is his secret desire for adventure, a characteristic that is most unhobbit-like. It does, inevitably, put him into more dangerous predicaments than the average hobbit would encounter in the course of an average hobbit day.

The best thing you can do to protect yourself is to save games at strategic points during play. That way, you will have a variety of places from which to resume play if you meet an untimely demise.

Why does the program sometimes respond with a word that I did not use?

The program has a mechanism by which it associates some of the words you type with different but synonymous words that it knows. There are about four hundred words available that you can type in (only about fifty of the most common are listed in the documentation). Many of the words are parts of these associated "groups." If the program responds with something like, YOU CAN'T USE @#\$\$ IN THAT WAY, when you did not use @#\$\$, then the program considers @#\$\$ and the word you used as synonymous.

How do I get past the trolls?

As you know from reading the book, trolls will turn to stone if they are outside their cave when the sun comes up. Hobbits are one of their favorite foods, so you must stay out of their sight (on the path) and WAIT until DAY DAWNS (type WAIT or use @ three times). Then you can use their key to unlock the cave and retrieve the sword and rope that you will need elsewhere in the adventure.

How can Elrond help me?

Elrond is the only character who can read the symbols on the curious map that you are carrying. Although the instructions he gives you on reading the map may not be very helpful in itself, you must have him read it if you want to get from Rivendell to Beorn's house in the quickest manner.

If Elrond seems to consistently ignore your requests to read the map, be sure that you have the map in your possession. Gandalf has a tendency to steal it and run off, often unnoticed by the busy hobbit.

How do I get to Beorn's house?

From Rivendell, and if (and only if) Elrond has read the curious map for you, Beorn's house is three or four moves directly east.

How do I get out of the goblins' dungeon?

You probably already have discovered that you cannot get out of here by yourself, and that both Thorin and Gandalf seem to be able to move freely in and out of the dungeon. Frustrating, isn't it?

Actually, getting out of this dungeon simply requires an exercise in cooperation. SAY TO THORIN (OR GANDALF) "CARRY ME", SAY TO THORIN "OPEN WINDOW", SAY TO THORIN "GO THROUGH WINDOW" or "WEST". You can give all three instructions in one command using ANDs or commas.

Before you leave the dungeon, be sure you have examined its contents carefully. You never know what you might find there that will be of value later.

If you do not have the ring, staying out of the dungeon is trickier because the goblins are plentiful and can spring up anywhere. You can try to kill them, or have Thorin or Gandalf kill them (they are stronger than you), or you can run away.

Where do I find the magic ring?

The magic ring is located near the underground lake, below the levels of the goblins' halls. Although we cannot provide an absolutely foolproof route, we have listed three here that may work. The trick is to be persistent.

From the goblins' dungeon to the valuable gold ring, go WEST (out of the window) to the dark winding passage, then SOUTH-WEST, DOWN (if you do not see a goblin here, WAIT until one appears), NORTH, SOUTHEAST, EAST, and TAKE RING.

From inside the goblins' gate to the valuable gold ring, go DOWN, DOWN (if you do not see a goblin here, WAIT until one appears), NORTH, SOUTHEAST, EAST, and TAKE RING.

From the small insignificant crack, go NORTHEAST, SOUTHEAST, EAST, and TAKE RING.

Once you have found the ring, you will want to get out of the halls quickly. To get from the ring to Beorn's house, try going NORTH, SOUTHEAST, WEST, NORTH, DOWN, SOUTH, WEST, EAST, UP (through the goblins' back door, which you may have to open), EAST, EAST.

How do I answer Gollum's riddles?

If you are absolutely sure you know the answers, you can try, but it is best just to run away (WEARING RING often so that he cannot see you). The answers to all of Gollum's riddles can be found only by reading *The Hobbit*.

If you can't resist trying to answer the riddles, the program will accept one-word answers or longer answers if all the other words are known by the program. The word *answer* is not currently known by the program.

How do I get out of the goblins' halls?

Once you have both the magic ring and the small curious key, there is no further reason to stay around these nasty creatures, unless of course you enjoy visiting the dungeon (as Thorin seems to suspect). You already have a route from the ring to Beorn's house. Here are two other possible routes out of the halls:

From the dark winding passage, go **SOUTHEAST** (to the dark stuffy passage), **SOUTHEAST**, **DOWN**, **WEST**, **EAST**, and **UP**.

From the big cavern with torches along the walls, **OPEN DOOR** (the door is invisible until the command is entered), then go **SOUTHEAST** (enter right away, or the door will shut again), and **DOWN** to the dark stuffy passage).

Why doesn't Thorin follow me when I'm wearing the ring?

Think about this for a moment: you're wearing a ring that makes you invisible to dwarves, as well as to goblins and wizards. If Thorin can't see you, how can he possibly follow you?

The trick here is first to give Thorin a verbal instruction to go first in whatever direction you want to go. In order to avoid wasting a move, combine the command to Thorin with your own movement, as in **SAY TO THORIN "WEST", WEST**.

How do I get away from the Pale Bulbous Eyes?

The only possibility of escaping from the Pale Bulbous Eyes is to immediately move once more in the same direction you moved prior to encountering the Eyes (i.e., if you had just moved west when the eyes appeared, move

west again.) Then you should **WAIT** twice and then move once more in the same direction.

As you may have already discovered, the Eyes cannot be killed. If you should be unlucky enough to be captured by the Wood Elf while the Eyes are upon you, there is no escape. The Eyes will follow you and eventually kill you.

If you are on the first part of your adventure and have not yet been to Smaug's lair, you should avoid the Forest Road. You can get where you want to go by other routes. Coming back with the treasure, you have no choice but to go through the forest, in which case the trick shown above should get you through.

How do I cross the fast black river from the west bank?

If you **LOOK ACROSS THE RIVER** from the west bank, you will know that the boat is on the east bank, but you cannot do anything with it until it is on the west bank. The solution here is to **THROW ROPE ACROSS RIVER** (and repeat until it lands in the boat and stays there), then **PULL ROPE**. Once the boat is on your side of the river, **CLIMB INTO BOAT**. If Thorin is with you, you must tell him to climb into the boat before you, or the boat will glide over to the east bank without him.

It is very important not to mention the word **BOAT** in your commands until the boat is on the west bank. The program may crash if you try to "do the impossible" with the boat on the opposite bank.

How do I get out of the Elven King's dungeon?

The trick here is to WAIT until someone (the Butler) opens the door. You must escape right away or the door will close again.

From here you will find yourself in the wine cellar, so be on guard (especially if you do not have the ring).

What do I do if no one ever comes to open the door?

Some weary hobbits have discovered that, on occasion, they can wait for what seems like days and days and no one will ever come to open the door. There are two possible explanations for this. The most likely explanation is that the Butler is already dead! Because of the "real time" aspect of this game, things can happen in one location of Wilderland, while you're off gallivanting around somewhere else! There are two ways to avoid this dilemma. One is not to waste any time on your way to the Elven King's halls and therefore to arrive (whether captured or by your own power) while the Butler is still alive. Or you can go straight to the west bank, cross the river, go through the spiders' webs, up to the elven clearing and to the magic door. The front hall, dungeon, and wine cellar make a triangle, and from the front hall you can go straight to the wine cellar.

The other reason for the nonexistence of the Butler may have to do with the larger picture of the game itself. Many of the actions in this program are actually reactions triggered by earlier actions. If you skipped some of the crucial puzzles in the program (the trolls' cave, or having Elrond read the curious map, for instance), you may have also skipped the setting of parameters that trigger the appearance of the Butler to open the dungeon door.

The trick here is to be as active as possible and to save games at certain strategic points. This allows you to play from a "complete" point in the game without having to go through the same routines over and over again.

How do I get through the Elven King's wine cellar?

There are several possible solutions to this puzzle, and the one you use really depends on the "state" you are in.

If you have the ring and the Butler is still alive, WEAR RING, WAIT until the Butler has thrown the barrel through the trap door, and then JUMP ONTO BARREL (be sure ONTO is one word).

If you do not have the ring and/or if Thorin is with you, then you must first KILL THE BUTLER, then OPEN TRAP DOOR, SAY TO THORIN "PICK UP BARREL", SAY TO THORIN "THROW BARREL THROUGH TRAP DOOR", and then SAY TO THORIN "JUMP ONTO BARREL". You must instruct Thorin to do these things before you if you want him to end up with you on the banks of Lake Town.

You can climb into a barrel and WAIT until the Butler throws you through the trap door, but your weight makes the barrel you are in considerably heavier than the other barrels. Because the Butler does not want to do any more work than he has to, he may wait forever to throw your barrel out of the door.

How do I escape from a dark place?

Unfortunately, once you have entered a dark place, there is usually no escape. If you do not take a light into a dark passage, you are in trouble. It is to be hoped that you have been saving your games at strategic points, so that if you find yourself in this inescapable loop, you will not have to start over.

You can try moving back in the opposite direction from which you just came *without waiting*. This may work, but we can't promise anything.

How do I cross the Forest River?

You can't, so don't even try.

What do I do with the golden key?

The golden key is a complete red herring and serves no purpose but to have people running around looking for a way to use it.

How do I open the magic door?

The magic door at the Elven King's front gate can be opened only if you have the magic ring. Simply EXAMINE the door while WEARING the RING and it will open.

How do I open the side door?

This door can be opened only by Thorin, and only with the small curious key (which can be found behind the trap door under the pile of sand in the goblins' dungeon).

How do I kill the dragon?

The fact of the matter is, you cannot kill the dragon. Only Bard can, and he can do so only from Lake Town.

Leave Bard in Lake Town, but ask him to take an arrow out of his quiver to prepare for killing the dragon. Go to the front gate, and then go west. From here you will enter a short maze, and this movement triggers the appearance of a side door. You will have only a short time (ten moves) to get to this door before it disappears forever.

Ask Thorin to unlock the door, and then ask Thorin to go back through and close the door. If he follows you, he will die, and you don't want that on your conscience. Wear the ring, go down the tunnel, and steal the treasure. Still wearing the ring, go out through the front door, and go up and south to get back to Lake Town.

Once the dragon is dead, it's just a quick trip through the forest back to your comfortable hobbit-hole (but watch out for the Eyes).

It is a very good idea to save the game when you first get to Lake Town, and then again when you return with the treasure. That way, you will be able to try more than once to get through this crucial part of the game.

How do I get to the side door before it disappears forever?

After leaving Ravenhill, it will take eight moves for the side door to appear. If you get through the maze in fewer than eight moves, you will have to wait until the door appears. Once it does, you will have two moves to get Thorin to open it. Once it is open, it will no longer disappear.

If you take ten or more moves to get to the door, it will wait for you to appear and then disappear immediately. Other things that can cause problems are using saved games when Ravenhill has already been visited (and this mechanism has therefore been triggered) or going some place after Ravenhill rather than immediately into the maze.

How do I get home from Lake Town without running into deadly creatures?

Just when you think you are safe with the treasure and on your merry way back to your comfortable hobbit-hole, something just has to jump out and kill you and ruin your whole day. Well, there may be hope. From Lake Town, where Bard has killed the dragon, follow the river to the waterfall. Go through the forest (WEST) to get back to Beorn's house. If you come across the Pale Bulbous Eyes, follow the appropriate directions above.

A Final Word

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 4 for a complete address. Please be patient; we will get back to you 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 Hobbit Software Adventure.

Best of luck, Bilbo!

Bilbo's Travel Log

Use this space to make notes and draw maps of your travels through Wilderland.

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