

**PRIMA'S OFFICIAL STRATEGY GUIDE**

**GAME BOY ADVANCE**

**PlayStation 2**

**XBOX™**

**PC**

# the **LORD OF THE RINGS™**

— **THE FELLOWSHIP OF THE RING** —



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# the LORD OF THE RINGS™

—+ THE FELLOWSHIP OF THE RING +—

## Prima's Official Strategy Guide

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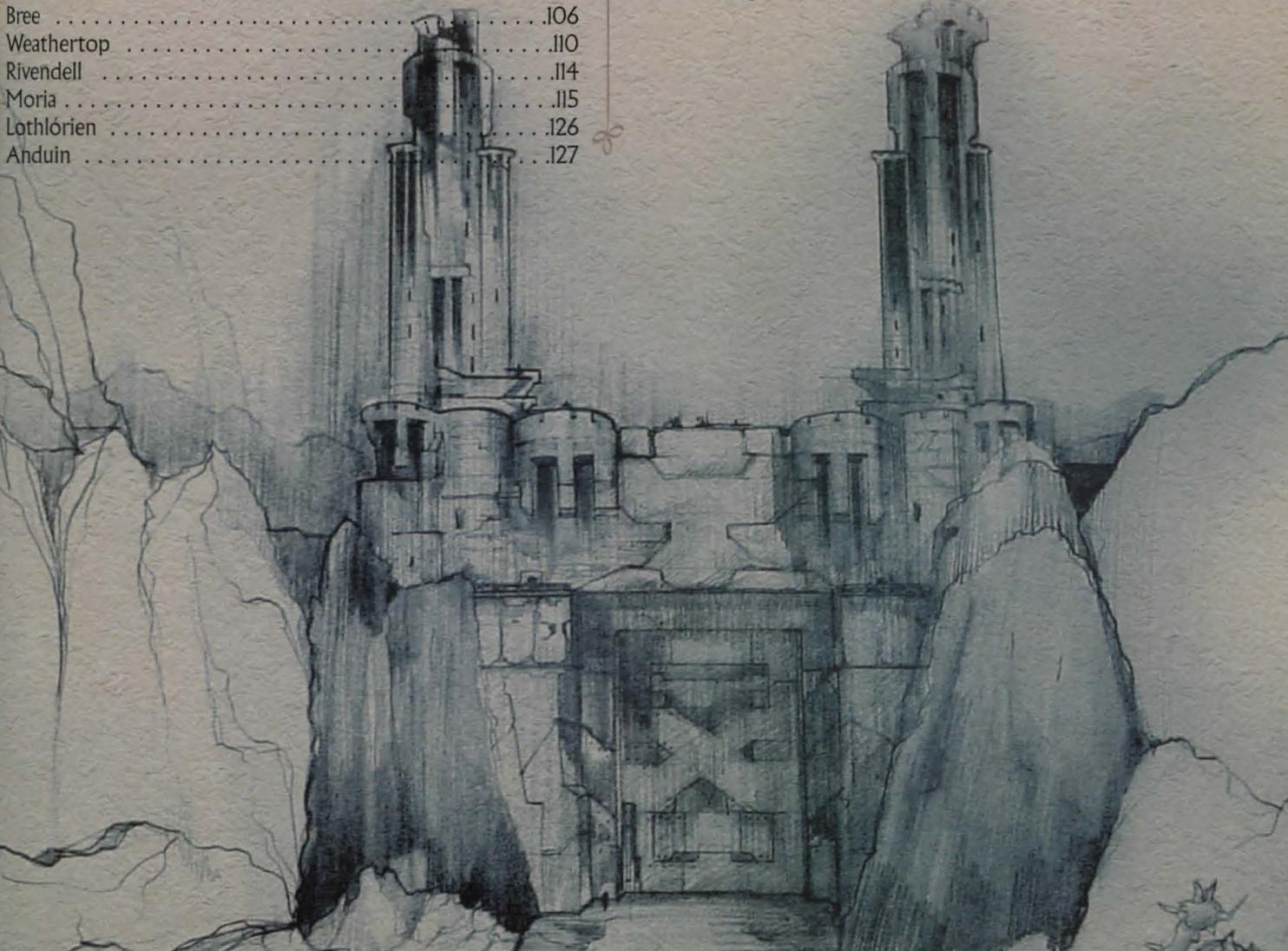
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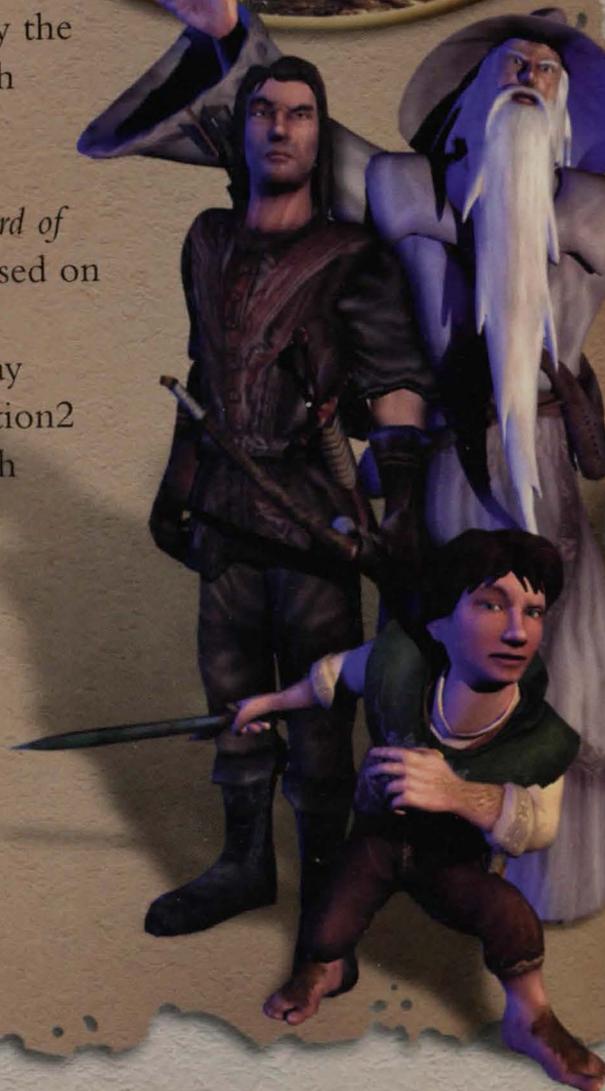
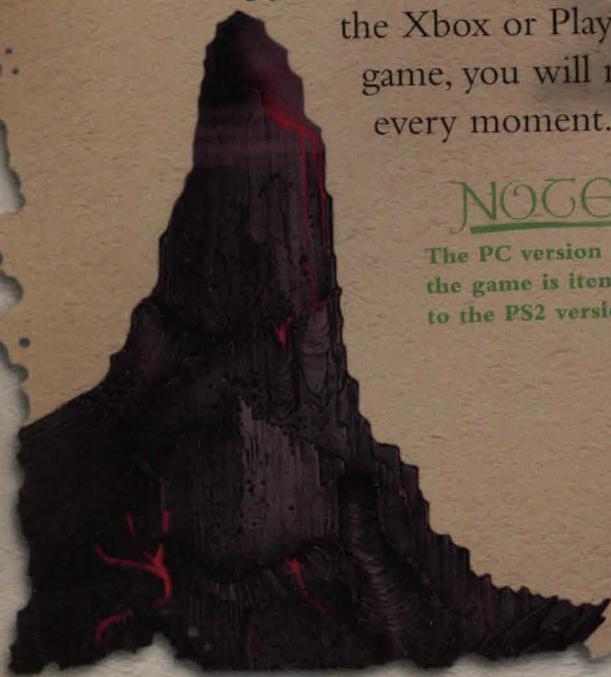


## Xbox/PS2 INTRODUCTION

Inspired by the classic literary works of J.R.R. Tolkien, *The Lord of the Rings: The Fellowship of the Ring* games for Xbox and PlayStation2 take you on Frodo Baggins's improbable quest. As protector of the One Ring, Frodo, along with the other eight members of the Fellowship, must deliver the Ring to Mordor, the only place where it can be destroyed. You play the game as Frodo, Aragorn, or Gandalf; each character has his own strengths and weaknesses, which we cover extensively throughout this guide. Although *The Lord of the Rings: The Fellowship of the Ring* is based on one-third of the Tolkien trilogy, it is an all-consuming journey. Whether you play the Xbox or PlayStation2 game, you will relish every moment.

### NOTE

The PC version of the game is identical to the PS2 version.



# Xbox/PS2 Introduction



## How to Use This Guide

This strategy guide contains complete detailed walkthroughs for all versions of *The Lord of the Rings: The Fellowship of the Ring*. Additionally, we include background sections covering the gameplay, characters, and environments you encounter. Below is a brief overview of upcoming sections.

**The Fellowship:** Here we introduce the nine members of the Fellowship, and provide insight into their special abilities, personalities, and weaknesses. We also include complete Weapons and Ammunition Tables for Frodo and Aragorn, and a separate Magic Table for Gandalf.

**Exploring Middle-earth:** You visit many strange places in *The Lord of the Rings: The Fellowship of the Ring*, and we give you a heads-up on the terrain, objects, and secret areas you will find.

**Combat Strategies:** There are three types of combat in the game: melee (hand-to-hand), ranged (bows, rocks, and other projectiles), and magic (energy blasts of all kinds). This section shows you how and when to use each attack, with strategies on managing and replenishing Gandalf's exhaustible spirit.

- The Ring can be useful for escaping grave danger, but using it takes a toll on Frodo. No matter how tempting the Ring is, remember that you never have to use it to win the game. We describe the Ring's powers and show you how to keep Frodo from succumbing to its terrible curse.

- **Xbox Walkthrough:** From beginning to end, the walkthrough section is your best friend. We keep you on the path—which is no easy task in the Old Forest—and warn you of enemies lurking in the distance. Our strategies include combat tactics, shortcuts, tips for using cover and stealth, and other secrets to help you defeat overwhelming odds (not to mention hundreds of Orcs).



**PlayStation2 Walkthrough:** Like the previous section, this walkthrough is exhaustive, with every trail mapped for your questing pleasure. The PlayStation2 version of the game is more combat-oriented, so we include special tips for using each character's offensive and defensive capabilities.



# The Fellowship

## Introduction

In *The Lord of the Rings: The Fellowship of the Ring* for Xbox and PS2, you control Frodo, Aragorn, or Gandalf, depending on where you are in the game. Other members of the Fellowship fight alongside the user-controlled character in various levels of the PlayStation2 game. You cannot control these characters directly, but they are fierce fighters, and you can use them strategically to pick and choose your character's battles. These strategies are explained in the walkthroughs, and in the Combat Strategies section.

This section includes a detailed weapons and ammunition table for all user-controlled characters. The Damage and Range values are for comparison between the weapons and ammunition (tables are sorted from strongest to weakest). Some of the weapons and ammunition are not available in the PlayStation2 version (these exceptions are noted).

**NOTE**

For the GBA version, you control all the Fellowship characters.

## Character Profiles



### Frodo Baggins

*"There is a seed of courage hidden in the heart of the most timid Hobbit."*

Frodo is an energetic and clever Hobbit. An orphan, his Uncle Bilbo adopted him and brought him to live with him. Other Hobbits found Bilbo odd for befriending a Wizard and traveling with Dwarves to defeat a Dragon. Not Frodo, who dreamed of traveling to wild lands on his own great adventure.



### Aragorn

*"Not all those who wander are lost."*

Aragorn, called Strider, serves as a Ranger. He roams the land from the Shire in the North to Gondor in the South and beyond to defend the Free Peoples of Middle-earth. He is seasoned by war, but not hardened by it. He is an old friend of Gandalf the Wizard, and has pledged his life to protect Frodo, the Ring-bearer.



### Gandalf the Grey

*"Do not meddle in the affairs of Wizards, for they are subtle and quick to anger."*

Gandalf is a Wizard of tremendous power and wisdom. He is one of five Wizards sent to Middle-earth to help the Free Peoples resist Sauron's evil. He has traveled the far corners of the world, earning the admiration of the wise and the suspicion of many others. He sees potential for greatness in the most unlikely people.



### Gimli

*"My axe is restless in my hand. Give me a row of Orc-necks and room to swing."*

Gimli is a brave Dwarf with a brusque temper and a big heart. His father is Glóin, one of 13 Dwarves that traveled with Bilbo on the Quest to the Lonely Mountain. He speaks his mind boldly and without fear. Gimli is wise in the ways of stone and earth, and is a fighter with few equals.



### Legolas

*"Choose an otter for swimming, and for running light over grass and leaf, or snow, an Elf."*

Legolas Greenleaf is a swift, agile woodland Elf. He is decisive and honorable, but holds a grudge against the Dwarves. Son of King Thranduil of Mirkwood, Legolas journeys to Rivendell as a representative of the Silvan Elves. He is a master in the act of war and the art of peace.



### Boromir

*"By our valour the wild folk of the East are still restrained, and the terror of Morgul kept at bay."*

Boromir is a strong, valiant warrior, hardened by years of defending Gondor against the forces of Mordor. He is the son of the Steward of Gondor, who rules while the kingdom has no rightful king. Boromir is a proud man eager to find weapons to use against Sauron.

# The Fellowship



## Samwise "Sam" Gamgee

"Don't trust your head, Samwise, it is not the best part of you."

Sam is a plainspoken Hobbit, who can be stubborn and tenacious. While not the best-educated Hobbit, he has deep insights into people. He can think with his heart, and that never fails him. Raised to tend the gardens of the Shire, he is curious about the world. His good nature and common sense are valuable assets to Frodo on the perilous journey.

## Meriadoc "Merry" Brandybuck

"We are horribly afraid—but we are coming with you; or following you like hounds."

Merry is a confident and cheerful Hobbit. The son of the Master of Buckland, he has an easy grace and charm. A natural leader, Merry loves carefully planning pranks and cooking up conspiracies with his friends. He is a reasonably good scholar, and knows much about places beyond the Shire.

## Peregrin "Pippin" Took

"Fool of a Took!"

Pippin is a nimble young Hobbit who tends to be somewhat foolish and impulsive in his actions. Still in his tweens, he is naïve and prone to complain. However, his sense of humor and playful nature make up for many faults. As the son of the Thain, the military commander of the Shire, Pippin was born to privilege and comfort. He is one of Frodo's closest friends.

## Weapons Tables

### Melee Weapons

Weapon	Damage Value	Character	Notes
Walking Stick	3	Frodo	—
Torch	5	Aragorn	—
Fatty's Walking Stick	5	Frodo	Xbox only
Westernesse Dagger	7	Frodo	—
Long Sword	7	Aragorn	—
Sting	9	Frodo	—
Glamdring	11	Gandalf	—
Andúril	11	Aragorn	—



### Ammunition

Type	Damage	Range	Character	Notes
Rocks	1	150	Frodo	—
Apples	2	150	Frodo	Xbox only
Elven-shot	5	400	Frodo	Xbox only
Dwarf-shot	7	150	Frodo	Xbox only
Firecrackers	8	80	Frodo	Xbox only
Wooden Arrows	10	220	Aragorn	—
Steel Arrows	20	250	Aragorn	Xbox only
Fire Arrows	30	200	Aragorn	Xbox only
Elven Arrows	35	400	Aragorn	Xbox only



### Gandalf's Magic

Spell	Damage	Range	Notes
Heal	N/A	7	—
Paralysis	10	100	Xbox only
Confusion	20	100	PS2: Attract
Fiery Blast	30	500	—
Staff Strike	50	120	—
Chain Lightning	75	500	—
Beam of Light	150	500	Xbox only

# Exploring Middle-earth

## Stealth Movement

### Xbox



In the Xbox version, Frodo can move stealthily by walking slowly on his tiptoes. A Stealth icon displays how successful he is at avoiding detection. When it glows green, Frodo is sneaking without the enemy knowing he is near. A yellow light indicates that the enemy hears something, but does not see Frodo. A red light means the enemy sees Frodo and is on the attack.

### PS2



The PlayStation2 version has a similar Stealth indicator, but it is active for all three characters. A gold indicator displays a white inner circle when the character avoids detection. When the inner circle turns yellow, an enemy is on the alert, but without visual confirmation of the character. Finally, a red circle indicates full alert—the enemy is zeroing in.

## CAUTION

*As you explore the outer reaches of a level, your character may run into an invisible wall, keeping him from walking off a cliff or over an object. Do not assume the game protects your character in this fashion all the time. If your character steps into a hole, even a small one, it could mean death. These areas are noted in the walkthroughs for both versions.*

## Distract and Move—PS2



The PlayStation2 version of *The Lord of the Rings: The Fellowship of the Ring* offers another way to move through dangerous territory. Use the walkthrough for strategies that involve throwing rocks to distract the enemy. When avoiding the Black Riders in Hobbiton, this is the *only* way to get Frodo safely to the bridge and on his way to Bywater. Use the aiming crosshairs to get more height to your throws. This allows you to loft the rocks away from your current position. Move when the enemy relocates. After a few seconds, he resumes a normal patrol path.

## Collectible Items



Important health power-ups such as mushrooms, *cram*, and *lembas* lie scattered around the landscape in both versions of the game. Pay attention to boulders, trees, tall grasses, and small structures. A few important differences between the two games are listed here.

## TIP

**Push, pull, and jump to find more power-ups. You can move large boxes by pushing or pulling them out of the way, revealing hidden items. For some items Frodo must grab onto a ledge and pull himself to a higher level. Look for flat edges where Frodo can hang and climb up, or where he can shimmy to one side or the other.**



# Exploring Middle-earth



## Xbox Only



A smashed spider cone reveals *athelas* leaf.

Power-ups are inside boxes, barrels, and pottery. In the Old Forest, power-ups are inside spider cones and tree stumps. When in doubt, smash almost everything so you don't miss any surprises. You may also need to smash your way through brush or tall reeds to reach a power-up, so don't stop swinging that walking stick!

In addition to health power-ups, special weapons and ammunition await discovery.

The most abundant caches of power-ups are in secret areas, visible only to those who use the Ring. Study the walkthrough for exact locations. Remember, they are invisible and inaccessible unless Frodo is wearing the Ring. Accumulate *athelas* leaf; it is the only bat bite remedy.

## CAUTION

If Frodo smashes green mushrooms, he'll die!

## PlayStation2 Only

- There are no breakable containers in the game, so don't waste your time swinging at anything that isn't trying to kill you.
- You will not find ammunition power-ups, only health items such as *cram*, *lembas*, mushrooms, and *miruvor*.
- There are no bats in this version, so you will not find *athelas* leaf (the antidote in the Xbox game).



Never pass up a health power-up, even when your character's health is maxed out. During heavy fighting, the Health Bar drops, and you will quickly run through your power-up inventory. Often, the levels are not timed, so explore your world.

## Xbox Cheats

We can't reveal the codes, but we can tell you how to earn them.

- Defeat the game to receive the code for unlimited ammunition.
- Defeat the game after finding at least 12 secrets (see the walkthrough for locations and special instructions) to receive the code for infinite Spirit.
- Defeat the game using the Ring no more than three times to receive the code for unlimited Ring use.
- Defeat the game after eliminating at least 400 total enemies to receive the code for unlimited health.



# Combat Strategies

## Introduction

In both versions of *The Lord of the Rings: The Fellowship of the Ring*, you control three characters, one at a time: Frodo, Aragorn, and Gandalf. However, there are significant differences between the two games in weaponry, ammunition, fighting style (Aragorn only), and the roles of other Fellowship members. The following table lists these differences. Read on for detailed explanations and combat strategies.

### Combat Comparison: Xbox and PlayStation2

#### Frodo

Upgraded walking stick (from Fatty Bolger), additional throwing ammunition (apples, firecrackers, Elven-shot, and Dwarf-shot)

Special melee move: finishing blow; throws only rocks, but they can be used for distraction

#### Aragorn

Additional ammunition: steel, fire, and Elf-arrows

Special melee moves: kick, thrust, and finishing blow; ranged attack limited to wooden arrows

#### Gandalf

Additional spells: Paralysis and Beam of Light

Special melee move: finishing blow

### NOTE



Xbox Combat: When an enemy is injured, a health ring is displayed. The ring goes from green to yellow to gold, and finally to red. When the red ring appears, the next blow will be fatal. This health ring also applies to entrances to enemy camps or strongholds, which have health and go through the same series of color changes as do enemies.



# Combat Strategies



## Frodo

### Melee



Frodo's size would seem to be a handicap when fighting anything larger than a bumblebee. However, the little Hobbit packs a punch, and blocks most blows, even from larger opponents.



### PS2



### Xbox

Frodo's best fighting attributes are speed and stamina, especially in Withywindle, where he runs from the slow-footed spiders while collecting lilies. Frodo can turn on a dime, and as long as he's moving, he isn't getting stung, smacked, or stabbed.



### Xbox



### PS2

Many times, running away is not an option. However, movement is recommended. Frodo is most vulnerable after executing a series of three strikes. Rather than waiting to get pummeled, run around the enemy and seek a flank or rear position. Even the most powerful enemies need time to get repositioned, and this is when they are the weakest. If you cannot change positions, assume Frodo's blocking position and wait for the enemy to attack. After a series of blows, you can counterattack.



**When Frodo faces oversized enemies, a rear attack is the only way to beat them without absorbing a massive amount of punishment. Even the mighty cave-troll is reduced to rubble when you consistently pound him.**

### Ranged Combat



Frodo's long-range attacks are restricted to heaving rocks (unlimited) or other limited ammunition (Xbox only: apples, firecrackers, Elven-shot, and Dwarf-shot). Use Frodo's ranged attack to knock down things, such as the honeycomb in Bywater or the mill pin in Hobbiton. The limited ammunition disappears too quickly to be useful in combat. With patience, you can kill enemies from long-range if you reposition your crosshairs as the enemy moves. An elevated position is best. If the enemy does not see Frodo, hang out and fire away. It reduces the number of foes you have to face in hand-to-hand combat.



**Use rocks to destroy spider cones from long range. This reduces or eliminates spider attacks.**



# Aragorn

## Melee



## Xbox



## PS2

Although Aragorn is bigger than Frodo, his offensive and defensive techniques are the same as Frodo's in the Xbox version. Aragorn faces more powerful enemies than Frodo, so it is more important to strike and move, always looking for a better attacking angle.



## PS2

In the PlayStation2 version, Aragorn is a street fighter. Aside from the standard block and strike, he thrusts, kicks, and uses a neat finishing blow to impale enemies who are on the ground. We don't recommend too much kicking. It is a slow move, and it takes Aragorn longer to regain his normal position after he kicks. However, it is productive to kick wolves.



## PS2



## PS2



## Xbox

We like to stick with the traditional strike-and-blow sequence combined with timely blocks. Aragorn's swords pack a wallop, and he has a greater reach than Frodo. Monitor Aragorn's health, especially in the later levels when *cram* and *lembas* are in short supply.

## Ranged Combat



## Xbox

Aragorn is deadly with his bow, especially in the later levels of the Xbox version, when you can accumulate a good supply of fire arrows. They have limited range, but a kill takes fewer hits. Aragorn's unlimited supply of wood arrows is adequate for rapid firing at medium-to-close range. He automatically targets an enemy within range for maximum effect, keep tapping the fire button. Save the aiming crosshair for precision, long-range strikes when you have a good supply of fire, steel, and Elf-arrows.



# Combat Strategies



## Ranged Combat



**PS2**  
Although Aragorn is limited to wooden arrows in the PlayStation2 version, he is still deadly. Rapid-fire when you see onrushing Orcs to drop them before they get close enough for a strike.



**Xbox**  
Gandalf does not possess a traditional ranged weapon, but the effects of magic are similar, albeit more powerful. The key to successfully using magic is to manage it carefully. Every spell takes a piece of Gandalf's Spirit Bar, and the only way to replenish it (other than a campfire) is to use *miruvor*. When Gandalf's Spirit is too low, he can't execute spells.



**Xbox**  
Our favorite spells are Chain Lightning and Staff Strike, for their ability to target multiple enemies within range of the spell. Fiery Blasts are good "everyday" spells. Though less powerful than the other selections, they do not exhaust Gandalf as much. Attract (PS2) and Confusion (Xbox) are great fun to use in a crowd, because they cause the enemies to attack one of their own. Don't send Fiery Blasts toward any creature made of fire!

## Gandalf

### Melee



Although Gandalf appears to be tall and willowy in the game, he is just as effective as Aragorn in close combat. When faced with one or two opponents, fight with the sword, rather than waste valuable Spirit with too many spells.



**PS2**



As you move through the darkened halls of Moria, extinguish Gandalf's staff light, especially when enemies are near. This is critical in the Xbox version, where Orc fire archers are deadly from long range. If you need the light to see, turn it on briefly, then douse it before the enemy sees you coming.



## The Fellowship

In the Xbox version, you control one character at a time, without the assistance of the other members of the Fellowship. They are around you, and frequently interact, but with the exception of a brief fight toward the end of the game, they do not fight alongside you.



In the PS2 version, one or more of the Fellowship fight alongside your character (usually Boromir, Legolas, and Gimli), and their presence makes a difference. In many levels, you can choose your battles after positioning other characters to fight for you. Sam, Merry, and Pippin are great for beating up spiders in Witherwindle, and Gimli watches Gandalf's back in the Three Passages section of Moria. On the Road to Anduin, Boromir, Gimli, and Legolas make clearing the beach easier for Aragorn.

Keep track of your partners and use them to punch through the first wave of enemies. You can also circle behind them when you need a moment to replenish your character's health.



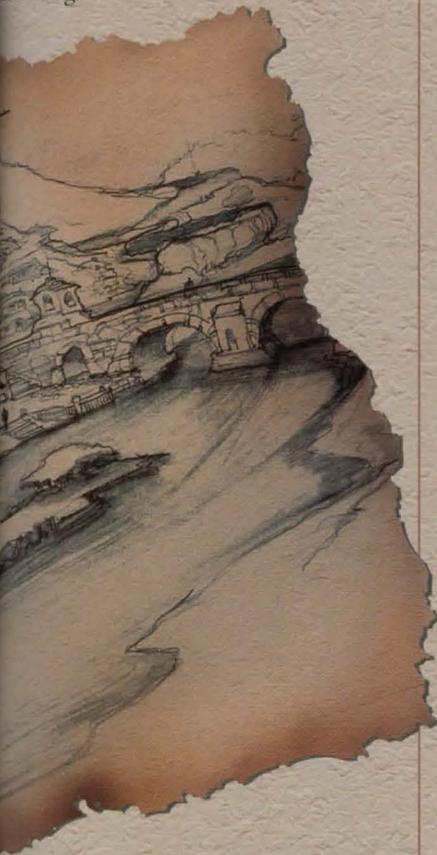
MORDOR



# The One Ring



There is one strategy for the Ring, and it is similar to everything you have read or seen about Frodo's quest: Don't use it! There, now you can complete the game with Frodo's Purity intact. Actually, the strategy is that simple, especially for the PS2 version. Although the Ring gives Frodo temporary invisibility and the power to attack his enemy at will, his Purity Bar drops, and it is easy to forget that you have to take off the Ring for the drain to stop. You can complete the game without using the Ring.



Without the Ring

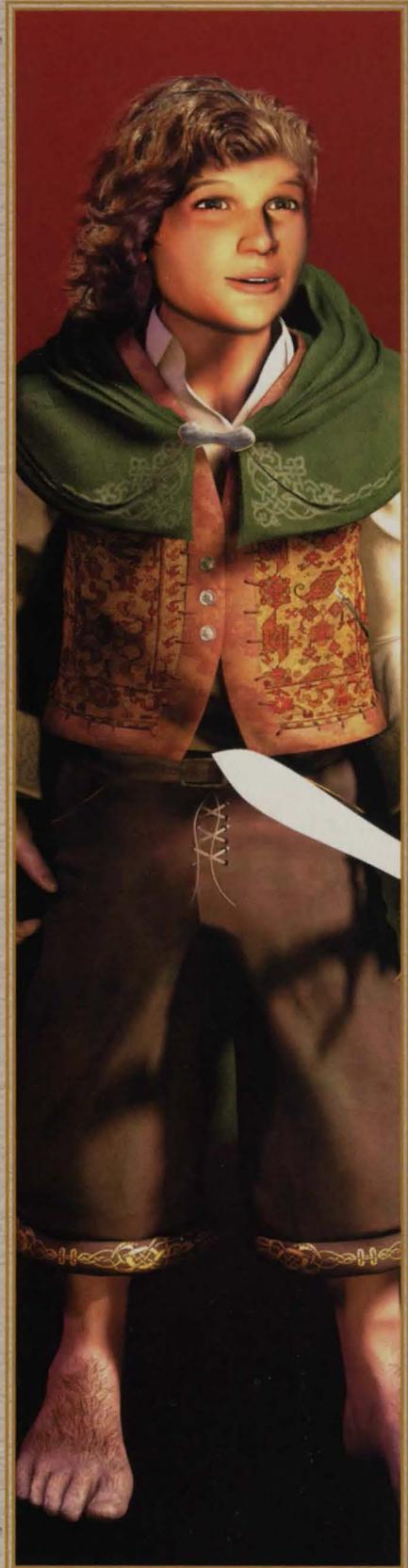


Wearing the Ring

There are secret locations in the Xbox version that will remain secret unless Frodo slips the Ring onto his finger. Look for special tips called "Ring Secrets" as you read the walkthrough. These hidden areas are loaded with health power-ups, but they are also well guarded; getting inside is only half the battle.



**The Ring spins when Frodo nears a secret area; however, the area's location is not revealed until Frodo wears the Ring.**



# Game Boy Advance Introduction

You're about to enter the world of Middle-earth—a world inhabited by Hobbits, Elves, Dwarves, and Men. In this world, magic, monsters, and mystery exist and great evil spawns legendary heroes.

Today you begin a quest of epic proportions. You must stop Sauron before he enslaves Middle-earth. The quest is long and filled with danger, good friends, and vile creatures. Find courage within yourself, and arm yourself well. Your quest to destroy the One Ring starts now.

In this section, we walk you through strategies for *The Lord of the Rings: The Fellowship of the Ring* for Game Boy Advance. The walkthrough (after the PS2 walkthrough section) is set up to give you as much or as little help as you like. If you want to discover things on your own, only pay attention to the quests that have been called out. If you want more help, we're there for you from the start.

Check out the bestiary and items sections for a heads-up on what's to come. The better you understand the creatures you face and the items you collect, the easier it is to complete quests and emerge victorious from battle.

You've no time to waste: The minions of the Dark Lord are on the move. Grab your walking stick and summon your allies. The salvation of Middle-earth is in your hands.



# The Basics of Adventuring

This section teaches you all you need to know about your surroundings and your traveling companions, about engaging in combat, and about collecting and using items.

## NOTE

If you notice some events in your game that are slightly different from certain events in our walkthrough, keep an eye out for the following variations:

- Big Dog is also known as Wild Dog.
- The house north of the meeting point contains a Gold Coin that only appears once.
- Mr. Roundpall offers to buy a different number of cabbages.
- When you deliver Mr. Appledore's message, Pippin gets one level up.

## Basic Controls

### Exploration

BUTTON	PURPOSE
D-pad	Move character around
(A)	Action (initiate conversations, pick up items, open doors)
(L)	Open Fellowship Menu
(R)	Open Inventory Menu
(START)	Pause

### Combat

BUTTON	PURPOSE
D-pad	Move cursor
(A)	Select item/target enemy or ally
(B)	Cancel
(START)	Pause

### Inventory

BUTTON	PURPOSE
D-pad	Move cursor/ change selection
(A)	Select item/ confirm selection
(B)	Cancel
(START)	Pause

In *The Lord of the Rings: The Fellowship of the Ring*, you encounter friendly people, vicious enemies, spectacular items, and devious puzzles. Talk to everyone to discover clues about your quest, collect important items, and prepare to wage war on your enemies.

The basic interaction controls are simple, but you must pay attention to avoid missing something important.

## Speaking with NPC



An NPC is any character over which you have no control. In towns and villages you meet many NPCs. Some may have information about your quest or will reward you for completing an extra task.

# The Basics of Adventuring



## Passing Between Areas **Items**



When you approach an NPC who has something to say, a text bubble icon appears over the character's head. Press **A** and the character speaks to you. Sometimes a character has much to say. Advance the text by pressing **A** after you read all the text within the dialogue box.

Some characters may say something different if you speak with them a second time. Not all characters talk. If no bubble icon appears over an NPC's head when you stand near, the character has nothing to say. If you complete a particular task or find a certain item, a character who was previously silent may have something to say.



**NPCs often offer small quests that have valuable rewards. Listen to what they say, or you may miss out on a big opportunity.**



Middle-earth is broken into indoor and outdoor sections. You can pass between sections by entering doors or walking to clear spots on the edge of a map. Look for doors, cave entrances, and clearings at the end of a road or path.

In most cases you can pass back and forth between areas as you wish, but sometimes you are not allowed to backtrack after entering an area. Certain events—meeting a new character or finishing part of your quest, for instance—may take you to a new section of the world. In such cases, you cannot return to a previously visited area.



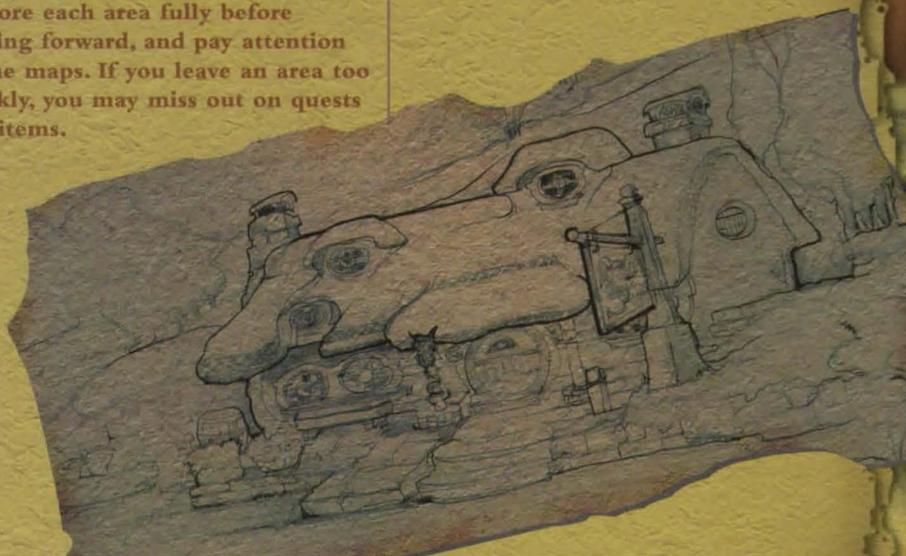
**Explore each area fully before moving forward, and pay attention to the maps. If you leave an area too quickly, you may miss out on quests and items.**

You find four types of items in the game: healing, quest, weapon, and armor. Use healing items to restore your party's health points. Use quest items to perform a task such as opening a door, or give them to NPCs to complete a job.

Your characters have weapons that allow them to attack and to improve their attack power. They also have armor to make them harder for enemies to hit and to reduce damage from successful enemy attacks.

## Searching for and Collecting Items

Items are most often found lying on the ground, but sometimes you find them by searching bookcases or other objects. When you near an item that your character can pick up, a hand icon appears over it. Press **A** while the icon is visible to collect the item and add it to your inventory—assuming the selected character has inventory space for it.



## Selecting and Using Items



Open the inventory screen by pressing **R** while exploring. This opens the inventory for the currently selected character. To view other characters' inventories, press **L**, then choose the character by highlighting him and pressing **A**. Each character has six inventory slots for items.



Select an item by highlighting it with the cursor, then pressing **A**. Choose to either Use, Give, Drop, or Equip the items. These options may be limited, depending on the type of item you select.

Choose Use to put an item to immediate use, such as a healing item to restore a character's health points. The Give command passes items between members of the Fellowship. Choose Drop to remove an item from your inventory and drop it onto the ground. To switch between pieces of armor and weapons, choose Equip.

## NOTE

Armor and weapons are automatically equipped when you pick them up unless you are already using a similar item or can't use the picked-up item.



When you select Use or Give, the Fellowship Menu opens. Select the character to whom you want to give the item or on whom you want to use it. Do not tap the button too quickly! You may end up using the item on or giving it to the wrong character.

## Inventory Management

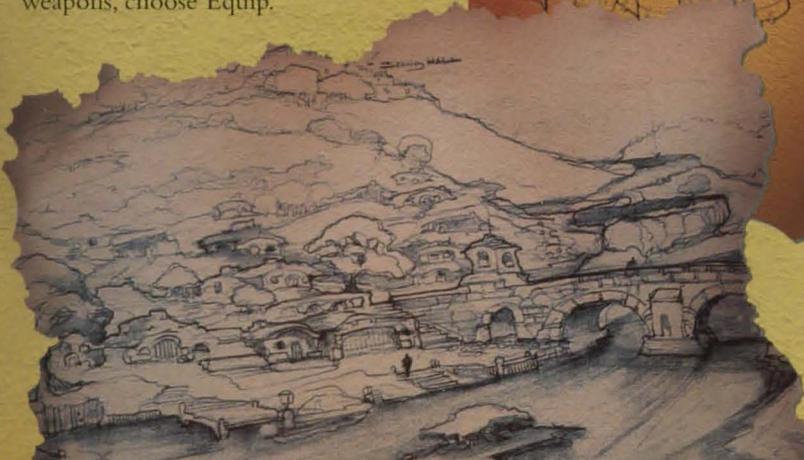


Because each character can hold six items at a time, managing inventory is important. You don't want to run out of room and have to pass up valuable items. Pay attention to what each character is carrying.

Get rid of items that are no longer valuable to you by dropping them on the ground. You can't sell items, so hold onto inferior objects.

When you find a new piece of armor, for example, check its defense stats against the stats of the armor other characters are using. If it's better than what you have, equip it. Then check the stats of the armor you removed against the stats of the armor other characters are wearing. Keep checking and switching out until you're certain you've identified the lowest quality armor in your inventory, then drop the rejected armor on the ground to free up inventory space. You need space more than you need the items.

The most important items are healing items. Keep them all. You can't toss out a Draught or two without flinching, but give up other items. Many items—such as Cabbages and pipeweed—have limited uses. You can't carry two pouches of pipeweed through your quest, so don't waste coins or inventory space on more. Throughout the walkthrough, we suggest which items are worth picking up and keeping so that you don't find yourself constantly out of inventory space.



# The Basics of Adventuring



## The Fellowship Equipping Your Characters

The Fellowship of the Ring has nine members. You begin the game with two characters, but you meet other characters along the way who join your party and make combat easier. The characters differ in what types of armor and weaponry they use, but none has advantage over the others. Use whichever character you like.

## Switching Between Characters



To switch between characters, press **L** to open the Fellowship Menu. Move the cursor over the character you want to take control of and press **A**. The party moves together, so there's no need to switch between characters to move about the map.



Your characters may each wear a helmet, a chest piece, and shoes, plus two weapons or one weapon and a shield (except Gandalf, who cannot wear armor). When you pick up a weapon or a piece of armor a character can use, the item automatically is equipped unless the character already has a piece of armor or weapon equipped in that slot.

To change weapons or armor, select the character from the Fellowship Menu and press **R** to open the character's inventory. Highlight the item and press **A** to select it. Choose the Equip option to switch the item with the one currently equipped. You have to specify which hand to place weapons and shields in.

Armor comes in two sizes, small and large. Hobbits can use small armor; Men and Elves use large armor. Dwarves use small armor, but they use large shields, helms, and weapons.

Some weapons may only be used by a few of the available characters. Only Gimli may use an axe, for example, and only Gandalf may use his magic staff. The Item section has more information on which characters can use particular items.

## Leveling Up

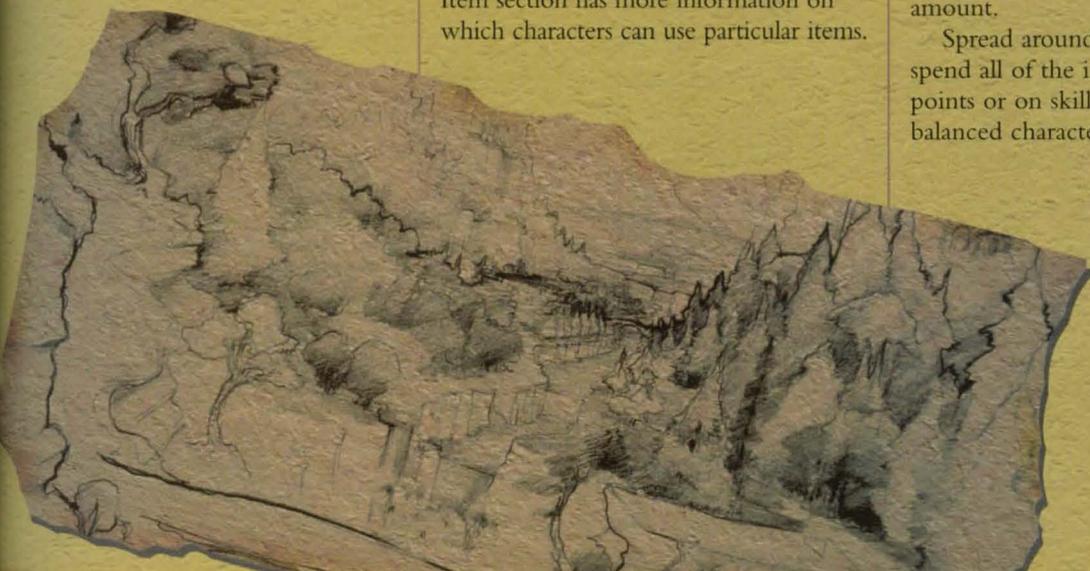


Your characters have two stats: skill and health points. Skill determines a character's prowess in battle. The higher the skill value, the more likely a character is to mount a successful attack. Health points represent a character's physical condition in battle. When a character runs out of health points, he is incapacitated and you cannot revive him until the battle is over.



Events within the game allow your characters to gain a level of skill or health points. Advancement is a result of completing a task, solving a puzzle, or paying attention to what others have told you and avoiding mistakes. You don't gain experience or levels from combat. When a character gains a level, you may increase either the character's skill or health points by a preset amount.

Spread around the points. Don't spend all of the increase on health points or on skill, but build well-balanced characters.



## Combat

As you explore, you'll run into characters here and there who attack when you approach. Combat is optional and you should avoid it. You gain nothing from combat—no items, no money, no experience. Dodge battles.



You can see most enemies before you have to fight them. They're represented on screen by a character that moves around like an NPC. When you near the character, you enter battle. The character you see gives you a hint at what you must fight, but often what you face is a mixture of several types of monsters. You may see a single enemy where there are as many as eight.

To avoid a fight, stay away from the enemy. Look for an alternate route, or wait for the enemy to walk far enough away that you have room to squeeze past. If you enter a battle and want out, run by hitting **START** and select the escape option. You're transported a safe distance from the enemy—in some cases, on a different screen.

## Attacking the Enemy Close Range vs. Long Range



When a battle occurs, your party appears in the foreground and the enemy force in the background. Choose which enemy each of your characters will attack. To attack, highlight the weapon you want to use—you must equip it—and press **A**. The cursor, attached to the selected weapon, appears over the nearest opponent. Press **A** again to attack. To attack a specific enemy, move the cursor to that foe and press **A** to attack.



Healing items are used in the same fashion. Highlight the healing item and press **A**. It attaches to the cursor. Move the cursor over the character you wish to heal and press **A** again.

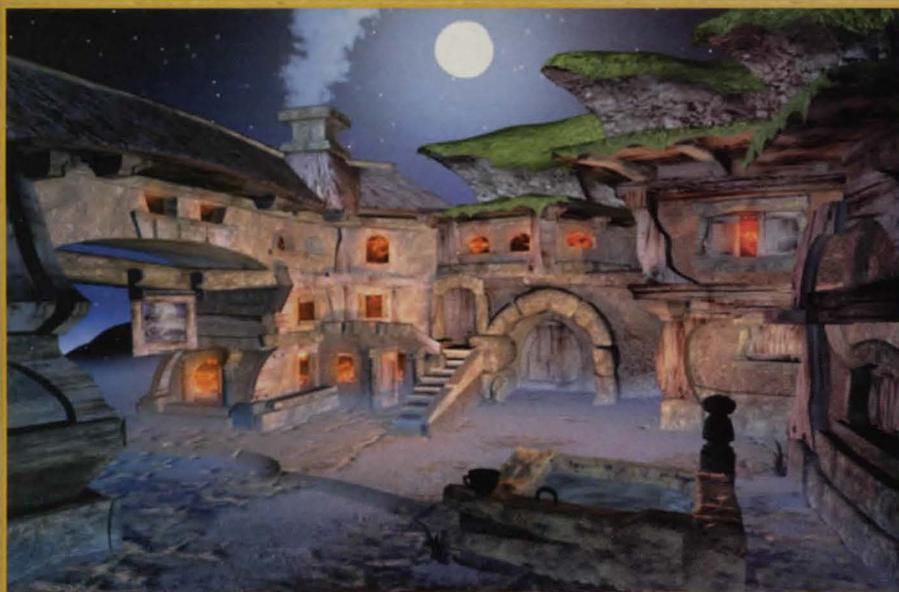
Weapons come in close- and long-range types. A close-range weapon is any type of sword or dagger. They're effective when standing next to an opponent. Long-range weapons are bows, slings, or fireworks. These work from their distance between attacker and target.



Close-range weapons allow you to attack from any position. If you're a long distance from your enemy, the selected attacker walks across the battlefield to strike at his opponent. After attacking, Hobbits and Aragorn return to their starting position. Other members of the Fellowship stop wherever they last attacked.

Close-range attacks can hit multiple targets at the same time. If two opponents are standing next to each other or are stacked, for example, a close-range attack attempts to damage them both.

You aren't limited as to how many enemies you can hit with a single attack, but you rarely have an opportunity to strike more than two at a time.



# The Basics of Adventuring



You always have a good idea which of your characters will be attacked. Make sure this character has health. If you can't heal the character, focus your attacks on the enemy attacking him.



Protect the Hobbits. They have fewer health points than any other members of the Fellowship. Keep them in the back row. You should never have to heal them. Let the characters on the front line take the damage.

Keeping the Hobbits away from the front line allows you to equip them with fireworks rather than shields, giving you extra punch when you need it. They won't need the extra armor, because enemies won't attack them.

## Battle Tactics

How you wage war is important to completing the game. Be careful in battles. No specific strategy will help you win each fight, but following basic rules minimizes the amount of damage your characters suffer. Healing potions are in short supply.



Focus your attacks on one enemy at a time. Target the enemy closest to your weakest character, and have everyone attack him. Don't let up until you defeat him. If you spread damage among several enemies, it takes longer to defeat them, and you take more damage.

Pay attention to each character's health. You can't revive an incapacitated character until after the battle, which reduces your attack power. Have healing items at the ready.

Enemies attack whomever is in front of them or whichever of your characters is closest. Use this tendency to your advantage.



Long-range weapons work at long range. If your enemy is standing next to you, you miss. This goes for everything from bows to fireworks to Gandalf's magic. Long-range attacks also won't work if the enemy has crossed the battlefield and is standing on the side where you started.

Some long-range weapons such as Gandalf's magic and fireworks can hit multiple enemies if they're close together. They don't have to be tightly packed, but must be within several paces of each other.

Close-range weapons are stronger than long-range weapons. Use close-range weapons primarily, unless you find a long-range weapon that's more powerful than one of your equipped close-range weapons. Please refer to the Weapons section for more information on each character's available weaponry.

# Items, Weaponry, and Armor

## Healing Items

Your characters lose health points (HP) when they take damage from enemy attacks. When a character has zero health points, he is incapacitated and cannot fight. You may restore part or all of a character's health points by using a healing item during, before, or after battle.

### Athelas

Magical herbs with restorative properties. Restores 10 HP.

### Blue Mushroom

Edible fungus capable of restoring 7 HP.

### Draught

Beverage capable of restoring 3 HP.

### Health Potion

Magic potion capable of healing wounds. Restores 15 HP.

### Lembas

Elven waybread with restorative properties. Restores 12 HP.

### Miruvor

A powerful healing elixer. Restores 40 HP.

### Orc Liquid

A potent healing potion. Restores 20 HP.

### Red Mushroom

Edible fungus capable of restoring 8 HP.

### Sandwiches

Delicious food that restores 6 HP when consumed.

### Yellow Mushroom

Edible fungus capable of restoring 14 HP.

## Quest Items

The following items are either used as part of a quest or given as a reward for completing a quest. They have no use other than to be given to an NPC as a reward or in exchange for a service. After you use them for their intended purpose, Drop them if you need inventory space. Most disappear on their own after they are used.

### Acorns

A nut that's helpful in solving a riddle.

### Acorn Necklace

A necklace made from acorns.

### Blue Feather

A feather for Tom Bombadil's hat.

### Bog Shoes

Allow you to pass through swampy areas.

### Bronze Coin

Currency used for purchasing items from traders.

### Cabbage

A vegetable heavy enough to hold down switches. May also be traded with characters.

### Dried Leaves

Leaves used to make pipeweed.

### Elfstone

A gem lost by a citizen of Rivendell.

### Elven Cloaks

A cloak made from Silk Cocoons.

### Empty Phial

An empty bottle used when making potions.

## Gold Coin

Currency used for purchasing items from traders. Each Gold Coin is worth three Bronze Coins. Gold Coins are automatically exchanged for Bronze Coins when collected.

### Hazelnuts

Also known as Bush Bells, they're one ingredient of a cure for Frodo.

### Lady Arwen's Amulet

Given to Frodo as a gift from Lady Arwen.

### Longbottom Leaf

A type of pipeweed.

### Mallorn Seed

Used to tend the forest in Lothlórien.

### Message for Amos Appledore

A message from Mr. Bracegirdle to Amos Appledore. Deliver it for a reward.

### Message for the Dwarf

A message from Wickli Rainshield Bikli Rainshield. Deliver it for a reward.

### Message for Sancho Proudfoot

A message from Mr. Took to Sancho Proudfoot. Deliver it for a reward.

### Necklace

Stolen by a band of thieves and hidden in a cave.

### Old Toby

A type of pipeweed.

# Items, Weaponry, and Armor



## Phial of Galadriel

One of two gifts given to you by Galadriel upon your departure from Lothlórien.

## Rune A

A Daeron's Rune found in the Mines of Moria and used to break a magical seal.

## Rune D

A Daeron's Rune found in the Mines of Moria and used to break a magical seal.

## Rune E

A Daeron's Rune found in the Mines of Moria and used to break a magical seal.

## Rune F

A Daeron's Rune found in the Mines of Moria and used to break a magical seal.

## Rune G

A Daeron's Rune found in the Mines of Moria and used to break a magical seal.

## Rune I

A Daeron's Rune found in the Mines of Moria and used to break a magical seal.

## Rune N

A Daeron's Rune found in the Mines of Moria and used to break a magical seal.

Λ

## Rune O

A Daeron's Rune found in the Mines of Moria and used to break a magical seal.

K

## Rune R

A Daeron's Rune found in the Mines of Moria and used to break a magical seal.

## Sam's Box of Earth

One of two gifts given to you by Galadriel upon your departure from Lothlórien.

## Silk Cocoon

Cocoons from silk worms used to make Elven Cloaks.

## Silver Spoons

Fine silverware that makes a good going-away present for someone in Hobbiton.

## Southern Star

A type of pipeweed. Considered the best by some.

## Watercress

Also known as Streambeard, it's one part of a cure for Frodo.

## Willow Withies

Capable of growing into a giant willow tree; also good for making a Walking Stick.

## Weaponry

A variety of weapons are available to your characters, but some may be equipped only by certain characters. For instance, certain small weapons may be used only by Hobbits while Men or Dwarves are the only ones able to use some large weapons.

## Andúril

The legendary sword of Aragorn (Strider) is forged anew by the Elves of Rivendell when you leave their city.

**Damage: minimum 5, maximum 10**

## Axe

Gimli's weapon of choice. He is equipped with this weapon when he joins the party.

**Damage: minimum 4, maximum 6**

## Barrow-Blades

A small blade from the Barrow-downs.

**Damage: minimum 1, maximum 5**

## Bow (Ranged)

A large ranged weapon of average quality. It is first found in the Midgewater Marshes.

**Damage: minimum 3, maximum 4**

## Bow of Galadriel

A magic bow guarded by the people of Lothlórien. Acquire it by completing a quest for Celeborn.

**Damage: minimum 4, maximum 8**

## Dagger

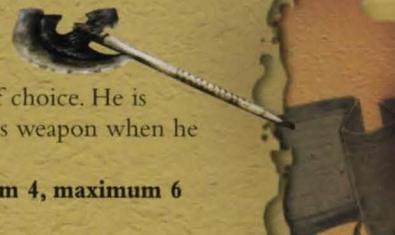
A small blade with a bite. You first find this weapon in Hobbiton.

**Damage: minimum 2, maximum 4**

## Durin's Axe

A powerful weapon of a lost Dwarf-king. It is only found deep within the Mines of Moria crypts.

**Damage: minimum 8, maximum 10**



### Elven Bow (Ranged)

A large ranged weapon of Elven quality. Find it in the Mines of Moria.

**Damage: minimum 4, maximum 7**

### Elven Dagger

A small blade forged by Elven blacksmiths. Your first chance to acquire one of these blades is at Weathertop.

**Damage: minimum 3, maximum 5**

### Elf Fountain (Ranged)

A powerful rocket of superior quality. Find it within the Mines of Moria.

**Damage: minimum 10, maximum 10**

### Fine Axe

A large axe of superior craftsmanship. Look for this weapon in the Mines of Moria.

**Damage: minimum 5, maximum 7**



### Fine Bow (Ranged)

A large ranged weapon of superior craftsmanship. Your first chance to buy this weapon is at Last Bridge.

**Damage: minimum 4, maximum 6**

### Fine Dagger

A tiny blade of superior craftsmanship. Buy this weapon when you first reach the town of Last Bridge.

**Damage: minimum 2, maximum 5**

### Fine Sling (Ranged)

A small ranged weapon of superior craftsmanship. Your first chance to obtain one is at Weathertop.

**Damage: minimum 2, maximum 5**

### Fine Sword

A large blade of superior craftsmanship. Acquire one in Bree when Aragorn first joins your party.

**Damage: minimum 4, maximum 8**

### Gandalf's Staff (Ranged)

A magical staff that shoots a ball of energy capable of simultaneously damaging several enemies at range. Gandalf is equipped with this weapon when he joins the party.

**Damage: minimum 4, maximum 6**

### Glamdring

Gandalf's magic sword. More powerful than his staff, but only able to damage a single enemy at a time. Gandalf is equipped with this weapon when he joins the party.

**Damage: minimum 4, maximum 8**

### Knife for the Dead

A large blade, suited for carving up old bones and capable of causing heavy damage, but unreliable. This weapon is first found in Crickhollow.

**Damage: minimum 1, maximum 7**

### Narsil

Normally a powerful sword wielded by Strider (Aragorn), but it's broken. Aragorn has this weapon equipped when he joins the party.

**Damage: minimum 1, maximum 2**

### Orc Biter

A magic sword forged by Elven blacksmiths that's especially effective against Orcs. Find this powerful sword in the Mines of Moria.

**Damage: minimum 5, maximum 9**

### Sling (Ranged)

A small ranged weapon that throws stones at a high velocity. Find your first Sling within the Barrow-downs.

**Damage: minimum 1, maximum 5**

### Spider Slicer

A magic sword forged by Elven blacksmiths that's especially effective against spiders. You can initially purchase this weapon from a trader in Last Bridge.

**Damage: minimum 5, maximum 9**

### Squib (Ranged)

A rocket that may be used only once but is capable of causing heavy damage. Squibs are found in every part of Middle-earth, but your first chance to own one is in Hobbiton.

**Damage: minimum 10, maximum 10**

### Stick (Walking)

A Walking Stick that inflicts only minor damage when wielded like a club. You'll get your first Stick in Hobbiton.

**Damage: minimum 1, maximum 2**

### Sting

Bilbo Baggins's legendary magic dagger. Its blade glows a soft blue when Orcs are near. You acquire Sting from Bilbo Baggins in Rivendell.

**Damage: minimum 2, maximum 8**

### Sunstar (Ranged)

A fine rocket that may be used only once, but is capable of causing heavy damage. Your first chance to purchase Sunstar is near Last Bridge.

**Damage: minimum 10, maximum 10**

### Sword

A large blade of average quality.

**Damage: minimum 2, maximum 5**

### Troll's Curse

A magic sword forged by Elven blacksmiths that's especially effective against Trolls. You can buy or find it when you reach Last Bridge.

**Damage: minimum 5, maximum 5**



# Items, Weaponry, and Armor



## Weapon Usage

This table shows you which characters can use the various weapons available within the game. O means the character can equip the weapon; X means the character can't equip the weapon.

	FRODO	SAM	PIPPIN	MERRY	ARAGORN	GANDALF	BOROMIR	LEGOLAS	GIMLI
Andúril	X	X	X	X	O	X	X	X	X
Axe	X	X	X	X	X	X	X	X	O
Barrow-Blades	O	O	O	O	X	X	X	X	X
Bow	X	X	X	X	O	X	X	O	X
Bow of Galadriel	X	X	X	X	O	X	X	O	O
Dagger	O	O	O	O	X	X	X	X	X
Durin's Axe	X	X	X	X	X	X	X	X	O
Elf Fountain	O	O	O	O	O	O	O	O	O
Elven Bow	X	X	X	X	O	X	X	O	X
Elven Dagger	O	O	O	O	X	X	X	X	X
Fine Axe	X	X	X	X	X	X	X	X	O
Fine Bow	X	X	X	X	O	X	X	O	X
Fine Dagger	O	O	O	O	X	X	X	X	X
Fine Sling	O	O	O	O	X	X	X	X	X
Fine Sword	X	X	X	X	O	O	O	O	X
Gandalf's Staff	X	X	X	X	X	O	X	X	X
Glamdring	X	X	X	X	X	O	X	X	X
Knife for the Dead	O	O	O	O	X	X	X	X	X
Narsil	X	X	X	X	O	X	X	X	X
Orc Biter	X	X	X	X	O	O	O	O	X
Sling	O	O	O	O	X	X	X	X	X
Spider Slicer	X	X	X	X	O	O	O	O	X
Squib	O	O	O	O	O	O	O	O	O
Stick	O	O	O	O	X	X	X	X	X
Sting	O	X	X	X	X	X	X	X	X
Sunstar	O	O	O	O	O	O	O	O	O
Sword	X	X	X	X	O	O	O	O	X
Troll's Curse	X	X	X	X	O	O	O	O	X



## Armor

Your party may equip various pieces of armor to help them avoid damage from enemy attacks. Armor comes in large and small sizes. Hobbits may equip small items, while Men and Dwarves may equip large items. Gandalf cannot be equipped with armor.



### Bilbo's Mithril Coat

Bilbo Baggins's legendary armor from an earlier adventure, given to Frodo when he meets Bilbo Baggins in Rivendell.

**Defense +7**

### Boots

Protection for the feet. You get your first pair in Crickhollow.

**Defense +0**

### Chain Mail

A large vest of linked chain for protecting one's torso. You won't find any until you reach the Mines of Moria.

**Defense +4**



### Elven Leather Armour

A large vest of hardened leather crafted by Elven tanners. Find this armor within the Mines of Moria.

**Defense +3**

### Fine Small Chain Mail

A small vest of superior quality for protecting one's torso. This type of armor is found in the Mines of Moria.

**Defense +5**

### Fine Small Leather Armour

A small vest of superior quality for protecting one's body. You first pick up this armor from a vendor in Green Hill Country.

**Defense +2**

### Helmet

A large helm to protect one's head. Find the first Helmet in the Mines of Moria.

**Defense +1**



### Leather Armour

A large vest of tanned leather for protecting one's chest. You can purchase your first piece in Bree.

**Defense +1**



### Normal Shield

A large shield designed to block attacks. Look for the first one in Rivendell.

**Defense +1**

### Old Boot

Worn shoes for protecting one's feet. These are only found in Bree.

**Defense +0**



### Small Dwarf Chain Mail

A small vest of linked chain crafted by Dwarf smiths. Look for this armor in Weathertop.

**Defense +6**

### Small Elven Leather Armour

A small vest of hardened leather crafted by Elven tanners. Look for this armor in the Mines of Moria.

**Defense +3**

### Small Helmet

A small helm for protecting one's head. Your first chance to acquire this item is in the Barrow-downs.

**Defense +1**

### Small Leather Armour

A small vest of tanned leather for protecting one's torso. Your first chance to purchase this armor is in the Green Hill Country.

**Defense +1**

### Small Shield

A small shield designed to block enemy attacks. You first find this armor in the Barrow-downs.

**Defense +1**

# Items, Weaponry, and Armor



## Armor Usage

This table shows you which characters can use the various pieces of armor available. O means the character can equip the armor; X means the character can't equip it.

	FRODO	SAM	PIPPIN	MERRY	ARAGORN	GANDALF	BOROMIR	LEGOLAS	GIMLI
Bilbo's <i>Mithril</i> Coat	O	X	X	X	X	X	X	X	X
Boots	O	O	O	O	O	O	O	O	O
Chain Mail	X	X	X	O	O	X	O	O	X
Elven Leather Armour	X	X	X	O	O	X	O	O	X
Fine Small Chain Mail	O	O	O	O	X	X	X	X	O
Fine Small Leather Armour	O	O	O	O	X	X	X	X	O
Helmet	X	X	X	O	O	X	O	O	O
Leather Armour	X	X	X	O	O	X	O	O	X
Normal Shield	X	X	X	X	O	X	O	O	O
Old Boot	O	O	O	O	O	O	O	O	O
Small Dwarf Chain Mail	O	O	O	O	X	X	X	X	O
Small Elven Leather Armour	O	O	O	O	X	X	X	X	O
Small Helmet	O	O	O	O	X	X	X	X	X
Small Leather Armour	O	O	O	O	X	X	X	X	O
Small Shield	O	O	O	O	X	X	X	X	X



# Bestiary

## Foes of the Fellowship

The Fellowship of the Ring encounters many enemies determined to prevent its members from achieving their quest. This section tells you everything there is to know about the enemies you face.

Skill represents the enemy's ability to hit you. Health points indicate how much damage a foe can suffer before being eliminated. Damage is the range of damage the enemy can inflict with each attack.

### Barrow-wight



**Skill:** .....12  
**Health Points:** .....15  
**Damage:** .....2-4  
**Locations:** Barrow-downs, Midgewater Marshes

### Big Dog (Wild Dog)



**Skill:** .....2  
**Health Points:** .....8  
**Damage:** .....2-4  
**Locations:** Green Hill Country, Stock, Midgewater Marshes, Weathertop, Mines of Moria

### Orc 1



**Skill:** .....  
**Health Points:** .....  
**Damage:** .....  
**Locations:** Mines of Moria, Lothlórien, Falls of Rauros

### Goblin



**Skill:** .....10  
**Health Points:** .....12  
**Damage:** .....2-8  
**Locations:** Mines of Moria, Falls of Rauros

### Orc 2



**Skill:** .....  
**Health Points:** .....  
**Damage:** .....  
**Locations:** Mines of Moria, Lothlórien, Falls of Rauros

### Olog-hai



**Skill:** .....21  
**Health Points:** .....50  
**Damage:** .....5-10  
**Location:** Mines of Moria

### Orc 3



**Skill:** .....  
**Health Points:** .....  
**Damage:** .....  
**Locations:** Mines of Moria, Lothlórien, Falls of Rauros



# Bestiary



## Orc Commander



Skill: .....17  
 Health Points: .....20  
 Damage: .....4-8  
 Location: Mines of Moria

## Spider 2



Skill: .....9  
 Health Points: .....10  
 Damage: .....2-4  
 Location: Mines of Moria

## Trailing Plant



Skill: .....2  
 Health Points: .....2  
 Damage: .....1-2  
 Location: Old Forest

## Spider 1



Skill: .....8  
 Health Points: .....8  
 Damage: .....2-4  
 Locations: Old Forest,  
 Midgewater Marshes,  
 Weathertop, Mines of Moria,  
 Lothlórien

## Spider 3



Skill: .....11  
 Health Points: .....12  
 Damage: .....2-4  
 Location: Mines of Moria

## Troll

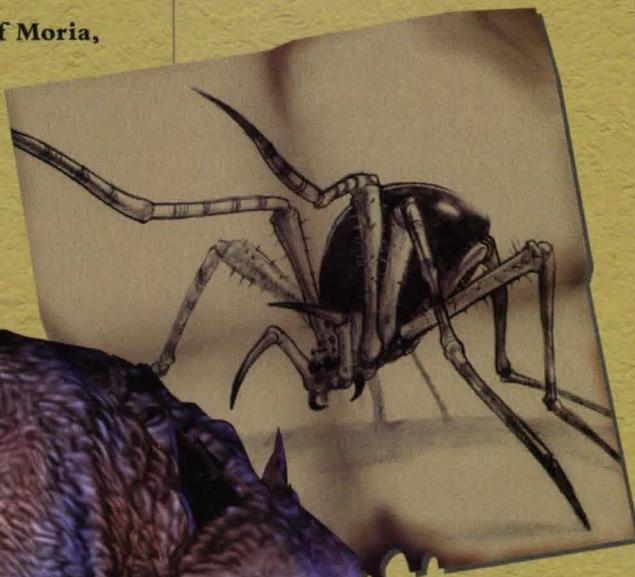


Skill: .....19  
 Health Points: .....40  
 Damage: .....5-10  
 Locations: Last Bridge, Mines  
 of Moria

## Warg



Skill: .....18  
 Health Points: .....30  
 Damage: .....2-4  
 Locations: Mines of Moria,  
 Lothlórien, Falls of Rauros



## Shire

### Introduction to the Xbox™ Walkthrough

Beginning with the Shire, the following chapters include walkthroughs for every level in the game. As you advance in each level, you'll receive notification when the Quest Log is updated with a new objective or optional task. Pause the game to view the Quest Log at any time. We include Quest Log listings throughout the walkthrough to keep you on task.

#### NOTE

You do not have to complete Optional Tasks to finish a level. However, these tasks allow Frodo to complete good deeds that add goodness to his Purity Bar. This can partially counteract the negative effects of using the Ring.

#### TIP

**Ring Secrets:** When the Ring is selected on Frodo's inventory display, it spins when Frodo approaches a secret area (the faster it spins, the closer you are to a hidden opening). Activate the Ring to reveal the opening. These locations are included in the walkthroughs as "Ring Secrets."



### Bag End



#### Sell Bag End to Lobelia Sackville-Baggins

- Find the Bag End deed
- Deliver the deed to Lobelia Sackville-Baggins in Bywater

#### Optional Task: Help Milo Burrows Return His Pigs to Their Pen

- Find all five pigs and return them to the pigpen
- Find a bag of grain to feed the pigs
- Fill the pig trough with grain

#### Optional Task: Help an Elderly Hobbit with a Physical Task

- Help fix Hal's weathervane

#### Optional Task: Fix Ted Sandyman's Mill

- Find the missing metal pin
- Repair the mill control with the pin

# Shire



**Secret Health Potion:** In the Bag End kitchen, there is a pot on the counter that Frodo looks at as you pass by. Stand in front of the pot and use an egg, along with a healing herb or *athelas* leaf. The pot fizzes and you receive **Fatty's Ointment**, which increases any character's health capacity 25 percent. **Acquiring Fatty's Ointment here does not disable the Dwarf- tonic gift option in Bree (explained in the Bree section).**



Enter the hallway and turn left into the bedroom, where an item glows inside the chest. Open the chest to retrieve the lock pick kit. Use the kit to open the trunk and collect the mushroom. The chest on the other side of the room is empty.



Return to the hallway and turn left to explore Bag End. Take your first right into another bedroom. The two chests in this room are empty; however, a trunk contains the deed to Bag End. Pick up the two boxes and move them to gain access to the front of the trunk. Use your lock pick kit to open the trunk and acquire the deed to Bag End. Return to the hallway, turn right, and walk to the large trunk. Pull it to reveal a mushroom. With deed in hand and a sack full of mushrooms, proceed to Bywater and complete the sale of Bag End to Lobelia Sackville-Baggins.



Before Frodo ventures into the Shire, you must locate the deed to Bag End, which will enable you to sell the property to Lobelia Sackville-Baggins. There are other useful items in Bag End, so take your time and explore every nook and cranny. Open the desk to the right of the fireplace and retrieve the Bag End key. Before leaving this room, note the trunk on the floor near the window. It contains the Ring, but you may not retrieve it until you sell Bag End. Before leaving this room, smash the barrels and pottery to collect valuable mushrooms (health power-ups).



**Break barrels, boxes, vases, and other containers to reveal what lies inside (usually mushrooms). Frodo uses his walking stick to swipe in three directions: left, right, and down. Depending on the location of the object you wish to destroy, you may need to reposition Frodo and swing the stick a few times to make contact.**



# Hobbiton



Hop over the fence to the next pasture and greet farmer Milo Bunnings, who is standing near his pigpen. He laments the loss of his pigs and asks for your help in retrieving them before his wife gets home. This seems to be an easy task, but before you gather up the little piggies, you need to find something to keep them in their p...



**Stop at any signpost highlighted by a flickering star. Press **S** to reveal the information.**



After emerging from Bag End, you can proceed to the right, where you encounter Sam Gamgee in the garden, or walk to the left and begin at the first house. We begin on the far left and work toward the bridge to Bywater. Hop over the fence and walk down the path to the tree house where there are fireworks on the second ledge. While watching for attacking bees, target the beehive hanging from the tree and hit it several times with your rocks to dislodge a golden chunk of honeycomb. Hop over the fence and pick up the honeycomb; you'll need it to complete a future task in Bywater.



**Secret:** Ignite Gandalf's fireworks stash to register a "secret found." There is no reward; however, this counts toward the total of 12 secrets. Ignite the fireworks-stash in Bywater (near the bell) to register another secret.



# Shire



Walk along the path to Hal's farm (look for the two tall silos). You'll see Hal tending his chickens, but don't stop to talk to him now. Go into the grain silo, retrieve the bag of grain, and return to Milo's farm.



Select the bag of grain from your inventory and fill the trough. Round up the pigs to complete this task. Milo thanks you for your kindness, and you resume your travels through the Shire.



Return to Hal's farm, pausing to check piles of leaves for stray mushrooms, and greet the old farmer. Hal complains that a local bad boy, Sancho Proudfoot, threw a stick at his weathervane, and now it won't move. Frodo offers to fix it, and a new entry is added to your Quest Log.



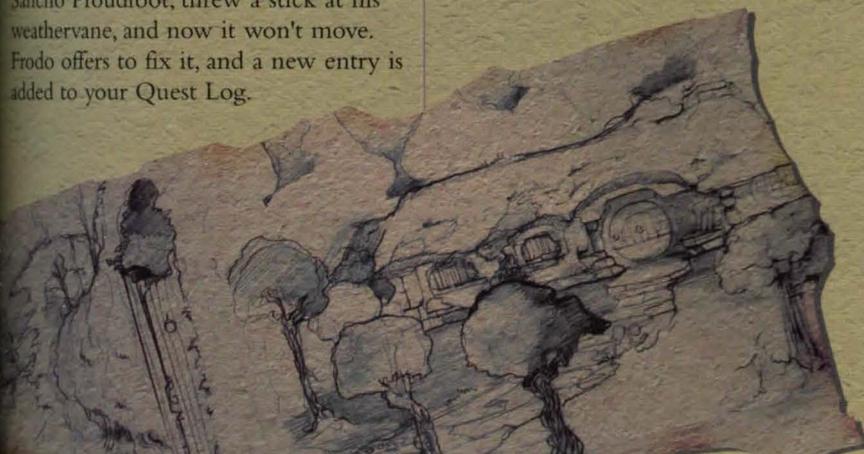
Hal directs you to the ladder. Climb up to the ledge and collect the firecrackers. Frodo's rocks are automatically selected when you reach the ledge, so target the weathervane on the silo across the farmyard. When you hit the weathervane, it spins free and a metal pin falls to the ground. Be careful of the bees swarming from the beehive below the ledge. Block them with your stick or smack them to the ground. Don't hang around on the ledge longer than necessary; each sting takes a chunk out of Frodo's Health Bar. Climb down the ladder and pick up the pin (you'll need it to complete an upcoming task).



When you approach Hal, he thanks you for fixing the weathervane and presents you with a gift, a fresh egg. Pick up the egg and the metal pin, and return to your original location (where you exited Bag End).

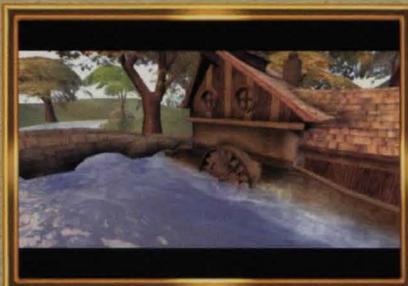


As you approach the garden, your good friend Sam Gamgee appears. Although the sale of Bag End is imminent, he wants to weed the garden before the ownership passes to Lobelia Sackville-Baggins. In passing, he mentions that Merry and Pippin want you to meet them at the Green Dragon in Bywater.





Go down the road past Hal's farm (the lake is on your right). Turn right again, after passing through the archway, and follow the road toward the bridge to Bywater. Walk up the ramp to the left of the house to speak with Ted Sandyman, who is sweeping the deck and looking for a missing metal pin to fix his mill wheel. Frodo's Quest Log is updated with a new task. You already have the missing pin (it fell from the weathervane), so you must find the mill control and repair it.



Walk past Ted to the ramp that leads to the side of the mill house. Select the metal pin from your inventory and press **USE** to install it onto the wheel. Approach the lever to the left of the wheel and push it to start the mill. Ted is ecstatic to see his mill working again, although he is surprised that Frodo fixed it.



Go to the front of the mill house and enter the building. Walk to the large crate next to the rusty mill wheel and pull the crate to reveal a loaf of *crum*. This tasteless bread has six times the healing power of a mushroom—a valuable addition to your inventory. Your tasks in Hobbiton are completed; on to Bywater!



**Secret Dwarf-shot:** After pulling out the crate to get the *crum*, jump and grab the 2nd floor ledge. Climb up and select the silverware received from Rose at the Green Dragon in Bywater. Use it to dig in the dirt pile to uncover Dwarf-shot.

## Bywater

### Sell Bag End to Lobelia Sackville-Baggins

- Find the Bag End deed
- Deliver the deed to Lobelia Sackville-Baggins in Bywater

### Prepare for the Journey to Rivendell

- Get the One Ring from Bag End
- Give the Bag End key to Hamfast Gamgee, number 3 Bagshot Row
- Get the key to Bag End
- Avoid being detected by the Black Rider
- Meet Merry, Pippin, and Sam at Maggot's farm

### Optional Task: Help Fatty Make a Pie

- Find an egg for Fatty
- Find a honeycomb for Fatty

### Optional Task: Find Healing Herbs for Old Noakes

- Find four healing herbs in Green Hill Country
- Give four healing herbs to old Noakes

### Optional Task: Assist Angelica in Her Duties

- Find the cider cask
- Carry the cider cask to the Green Dragon Inn

### Optional Task: Help Milo Burrows with His Fishing

- Find a worm for Milo
- Give the worm to Milo

# Shire



**Bonus Egg:** Talk to Angelica in the market stall, and after the conversation, approach her again. She asks you if you have seen her dog. The dog is on the bed in Sam's house in Hobbiton. When you walk up to the dog, he chases his tail and you receive a bonus egg. Now you can use one egg for the Bag End Secret Health Potion, and the other (from Farmer Hal's weathervane quest) to get Fatty Bolger's pie reward.



Turn left when you exit the mill house and walk over the bridge. Open the gate and continue on the path to Bywater. As you pass through the archway, you encounter Lotho, Lobelia's son. He tells you his mother is at the Ivy Bush Inn. Follow the left path to see Lobelia standing in front of the inn.



Frodo attempts to talk to Lobelia about selling Bag End, but she is busy ranting about wolves in the Shire. She orders Frodo to ring the warning bell and summon the Shirriff. The bell is in the center of town, but it is missing its clapper.

The clapper is at the bakery. Face Lobelia's inn, turn right, and enter the small hut at the end of the path. Fatty, the baker, informs you that he "borrowed" the clapper to prepare pumpkins for his pie. He is finished with it, and asks you to return it to the bell. You can see the clapper near the chair to your right (when you talk to Fatty). He also asks if you have a spare honeycomb or egg so he can complete the pie. You have both items in your inventory, so you can help Fatty with his baking. In return for your kindness,

the baker offers a choice of gifts: Fatty's Walking Stick or Fatty's Ointment. Take the Walking Stick; it packs a bigger wallop (5 damage) than Frodo's (3 damage). Before you leave the bakery, pick up a rotten apple from the floor. Fatty won't mind, and it comes in handy later.



If you choose Fatty's Ointment instead of his Walking Stick, the Dwarf- tonic gift in Bree is disabled, but you get an alternate selection. See the Bree walkthrough for details.



You can roam around Fatty's bakery and smash barrels to find useful items, but keep in mind, a Hobbit's possessions should be respected. Every time you destroy an item of Fatty's, Frodo's Purity Bar moves from the white side (good) toward the black side (bad).



With clapper in hand, walk back to the bell. Select the clapper from your inventory and repair the bell. When you swing your stick to ring the bell, the Shirriff comes running. He is not thrilled about being disturbed and insists the Bounders do a good job of chasing wolves and foxes from the Shire. He bids Frodo farewell and marches to the Green Dragon.



Watch for apples falling from the trees in Bywater. They are useful for tempting enemies to give up their battle plans.



After summoning the Shirriff, as Lobelia requested, return to the Ivy Bush Inn and complete the sale of Bag End. Frodo informs Lobelia he must return to Bag End to gather his belongings, and that he will leave the key with Hamfast Gamgee. Lobelia rants about Frodo's poor choice of friends, but the sale is complete and it's time to move on.



To retrieve the fireworks on top the two large boxes in the town square (near the bell), push the other box against the stack, then climb up to collect the fireworks.



On the outskirts of town, near the archway, you meet Noakes, the Shirriff postman, who tells you about an herb tea mixture that gives him health and vitality. Unfortunately, Sancho Proudfoot stole his supply of herbs, scattering four bunches about the countryside. Look carefully to recover the herbs for Noakes. Go through the archway near the bench where Noakes is sitting, and continue along the dirt path that leads to Green Hill Countryside.

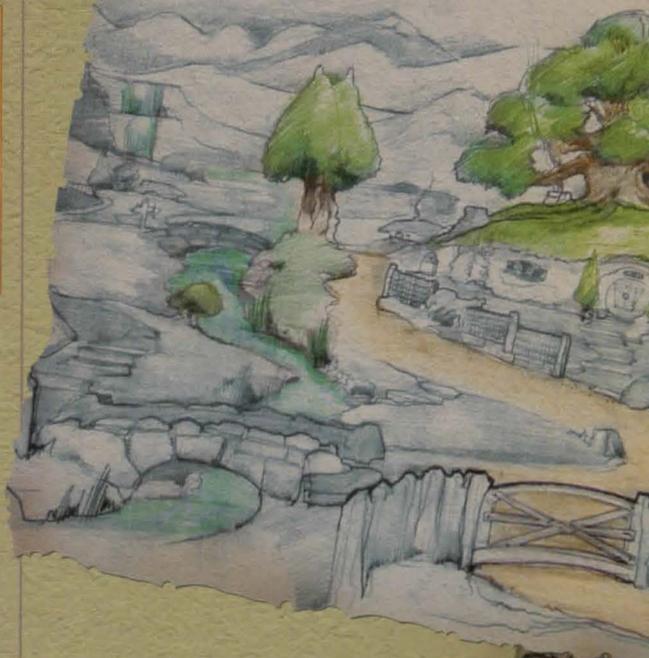


## Green Hill Country



Cross the bridge, turn left past the large boulder, and walk along the river. A light glows in the distance, marking the first bunch of herbs. Climb a series of ledges to reach a narrow grass shelf that runs along the hill. Do not fall off the ledge as you retrieve the herbs. Return to the path, which leads to another bridge. There, Ted Sandyman's helper is on his way to Bree to buy parts for the mill. Frodo informs him the mill is working again, which saves him a trip. When the boy leaves, a second bundle of Noakes's herbs appear on the bridge.

Continue along the path for a short distance and veer right, where another bundle of herbs sits atop a boulder. Return to the path and follow it along the river until you see a hollowed-out tree on the right. Note the beehive above the log. The final bunch of herbs is at the far end of the log. Watch out for a bee that attacks when you emerge from the first section of the log. Now you can return to Bywater and deliver the stolen herbs to Noakes.



## Back to Bywater



Noakes thanks Frodo for recovering his herbs, and urges him to keep some of the herbs for himself. They will come in handy as a cure for poison.



Don't forget to meet Merry and Pippin at the Green Dragon. From Fatty Bolger's hut, turn left and follow the path to the Green Dragon. Pause to bid farewell to the Sheriff, then stop at the bar to chat with Angelica. After saying good-bye, approach the bar again. Angelica asks Frodo to bring a cask of cider to the bar, and this task is added to your Quest Log. The cask is near the front door, next to the large

barrel. Move the far crate out of the way, hoist the cider cask, and bring Angelica. She is appreciative and gives Frodo a housewarming gift of Hobbit silverware.



Walk toward the fireplace to find Merry and Pippin. They implore Frodo to join them at old Maggot's Farm to steal mushrooms. Frodo remembers Maggot's guard dogs and is reluctant to return. But the lure of tasty mushrooms is too much to pass up, and he agrees to join them.



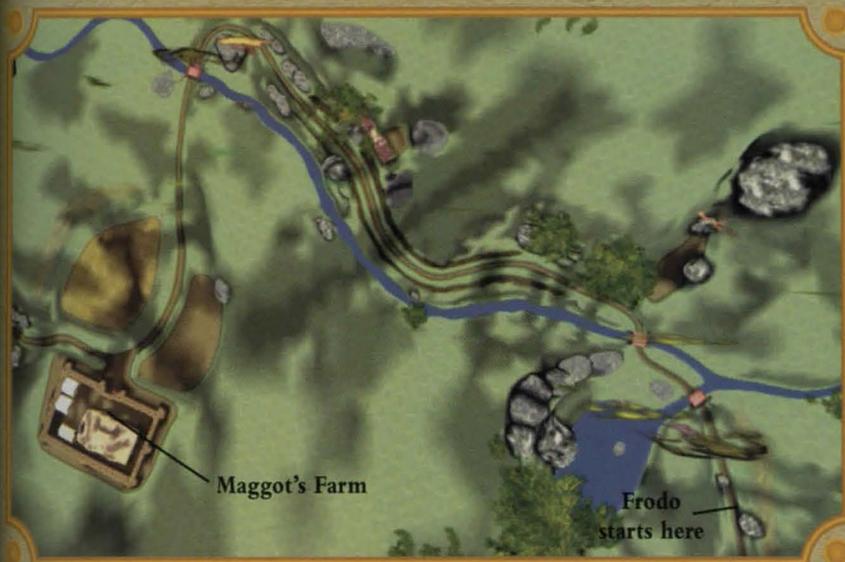
Wander by the river where Milo Burrows is fishing. He's not having much luck because he hates worms without bait, he'll likely only catch a cold. Take the rotten apple (which contains a worm) from your inventory and hand it to Milo. Now he can catch something. To show his appreciation, Milo gives Frodo a supply of Dwarf-shot.

### NOTE

Unlike Frodo's unlimited supply of rocks, Dwarf-shot is limited to what you find. It is seven times as powerful as a rock, so it causes significant damage. Use it wisely.



## Back to Green Hill Country



mushroom. The dog spots Frodo in the garden, so jump over the fence to safety.

### CAUTION

*If you get caught, Maggot takes all the mushrooms and you must start over. Each time you get caught, Frodo's Purity Bar slides farther toward the dark side.*

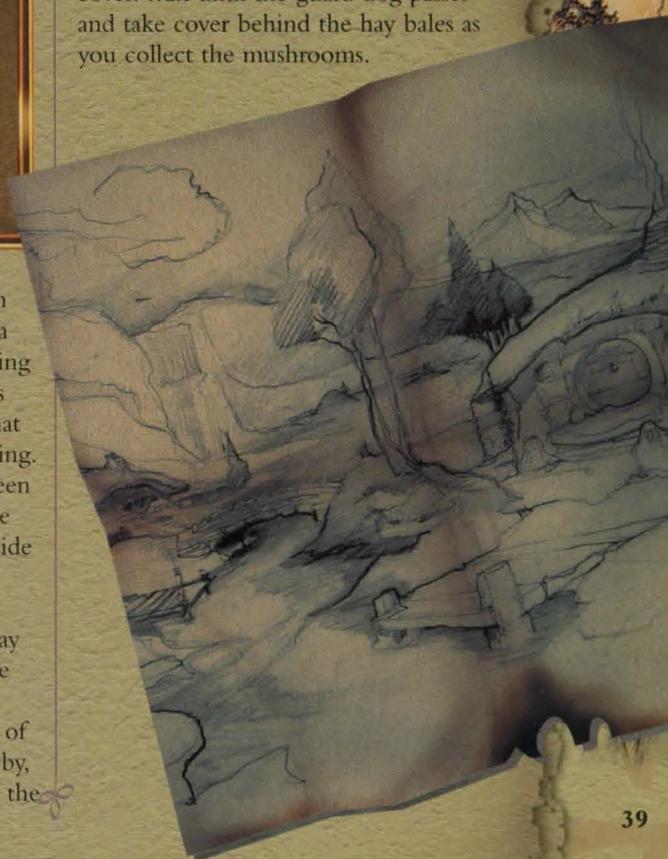


In the next pasture, which contains two mushrooms, you have hay bales for cover. Wait until the guard dog passes and take cover behind the hay bales as you collect the mushrooms.



Now it's time to meet up with Merry and Pippin to see what kind of mischief Frodo can get himself into. Leave Bywater on the path to Green Hill Country (exit the archway near old Noakes, who is still sitting on the bench). Follow the path until you run into Merry and Pippin. Frodo is worried about the dogs, but his cousin assures him there are only three, and the mushrooms are worth the risk.

This excursion is an exercise in stealth movement. Watch the light on Frodo's Health Bar as you approach a target. Move slowly to keep from being recognized. If the status light remains green, Frodo is OK. Yellow signals that someone (or something) is approaching. Red means big trouble; Frodo has been spotted. The first mushroom is on the left side of the garden on the other side of the fence, perched on a boulder. Watch the dogs as they patrol the garden, and wait until they move away from the boulder. Sneak in, climb the boulder, and grab the mushroom. Another mushroom is in the middle of the garden. Wait until the dog walks by, then jump over the fence to retrieve the



## Back to Bag End



Use Frodo's lock pick kit to open the gate to Maggot's yard. The two mushrooms are glowing in the distance. Wait until Maggot and the dog are looking the other way, then run around the left side of the house. Continue around behind the house until you see the mushrooms. Be patient as you sneak toward the mushrooms. If you get caught, you'll lose the mushrooms and start over again in the fields. After you collect the last two mushrooms, sneak out of the yard and deliver your booty to Merry and Pippin. After Merry and Pippin take off, you'll see a loaf of *crum* and an apple in the road. Pick them up, pass through Bywater, and return to Bag End.



Return to Bag End and collect the One Ring from the trunk in the hearth room. Walk to number 3 Bagshot Row to deliver the Bag End key to Sam's father, Hamfast Gamgee. As you walk toward the house, a ghostly rider clad in black approaches Hamfast Gamgee. He asks questions about Frodo, but Sam's father is reluctant to tell him anything.



**Ring Secret:** Take the path to the left as you exit Bag End. Use the Ring to reveal a secret area in well to the left of the path.

## Nighttime in Hobbiton

### Prepare for the Journey to Rivendell

- Get the One Ring from Bag End
- Give the Bag End key to Hamfast Gamgee, number 3 Bagshot Row
- Get the key to Bag End
- Avoid being detected by the Black Rider
- Meet Merry, Pippin, and Sam at Maggot's farm
- Evade the Black Rider in Green Hill Country

### Repair the Hobbiton Gate

- Find the gate hinge
- Use the hinge to repair the gate



After the horse gallops away, Frodo greets Hamfast, who recounts his confrontation with the Black Rider. Hamfast tells Frodo that Sam left for Maggot's Farm to meet Merry and Pippin, and they want Frodo to meet them. He is sure why, but they said something about a shortcut. Select the Bag End key from your inventory and give it to Hamfast. Your Quest Log is updated with two new tasks. You must avoid the Black Rider as you return to Maggot's Farm.

# Shire



## CAUTION



Select the Ring from your inventory (it appears on the Status Bar). When the Ring spins, one of the Black Riders is near. Use this warning system to avoid detection as you move toward the bridge. Do not wander around Hobbiton in plain view, or your quest will end!



The Sherriff tells Frodo the Black Rider fouled the hinge on the gate and he cannot open it. Frodo agrees to help the Sherriff fix the bridge. Find the gate hinge at Sandyman's mill. Wait until the Black Rider turns and walks in the other direction, then run over the bridge and into the mill.



As you leave, the Black Rider is to the left. Avoid him, or your quest will end. Use trees, hills, houses, and other objects for cover as you work your way to the bridge that leads to Bywater (near Sandyman's mill house). Stay on the right side of the path that leads to the mill, behind the stone wall. There are two Black Riders; one paces the path on foot. Wait until he walks the other way, jump over the wall, and approach the Sherriff, who stands near the gate on the other side of the bridge.





The hinge lies on the floor to the left after you enter the building. When you exit the mill, run over the bridge and stand at the right side of the gate. Select the hinge and use it to fix the gate. Continue your journey to Maggot's Farm to meet Merry, Pippin, and Sam.



When you pass through the gate to Bywater, a wolf attacks you. Use your stick to beat the wolf, then turn to take on the wolf attacking the Shirriff. Frodo suffers some damage to his health, but if you react quickly, the wounds will be minimal. Bid farewell to the Shirriff and make your way through town and out the gate to Green Hill Country. Don't explore the town; everyone is asleep and the Black Rider is gaining on you.

### TIP

**Ring Secret:** After killing the wolves, activate the Ring and walk to the left. Look for the secret area in the rock wall to your left.



As you run through Green Hill Country, another Black Rider appears. Evade the rider so you can reach Maggot's Farm. Take cover in the first section of the hollowed-out tree. Watch the Ring and move into the second section when you are hidden from view.

### TIP

**Ring Secret:** After crossing the first bridge in Green Hill Country, turn right and enter the cove. Activate the Ring to reveal the secret entrance behind a large rock.



Exit the tree and stay hidden behind the boulders. One Black Rider waits on the other side of the last boulder, alongside a riderless horse. Eventually, the Black Rider on foot comes up behind the boulders and confronts Frodo, so sneak past the riderless horse and continue down the path to Maggot's Farm.



When you arrive at Maggot's Farm, Merry, Pippin, and Sam are waiting. After a brief conversation, Farmer Maggot appears. Although he is repulsive to be mean, he expresses concern for Frodo's safety and offers to smuggle the group out of Green Hill Country in his wagon. He offers to give the boys a supply of mushrooms for their journey. The journey to Rivendell begins!



# Old Forest

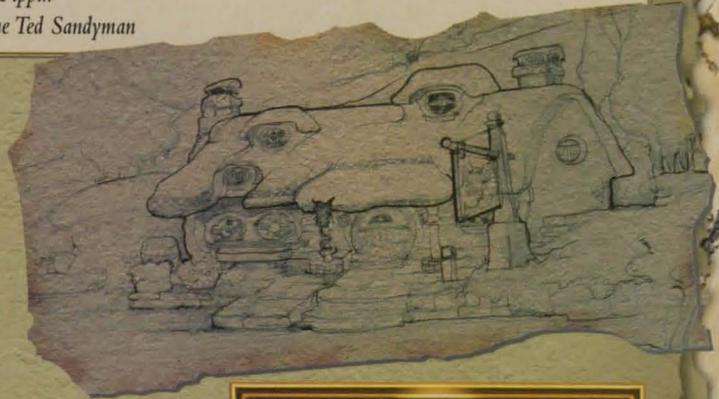
## Tree Labyrinth

## Begin the Journey to Rivendell

- Travel through the Old Forest to avoid the Black Riders
- Rescue Merry and Pippin from Old Man Willow
- Find 12 lilies for Goldberry
- Give 12 lilies to Tom Bombadil
- Defeat the Barrow-wight
- Check in at the Prancing Pony Inn

## Find the Missing Hobbits

- Find Sam
- Find Merry
- Find Pippin
- Rescue Ted Sandyman



MORDOR



walking stick. But be careful, because each bite from the spider takes a chunk of Frodo's Health Bar. Pick up the loaf of *cram* the spider leaves behind when it dies.



**As you walk through the forest, destroy any odd-shaped cones with flies buzzing about. Many of them contain bunches of *athelas* leaf.**



Continue along the path until you reach a fork in the road. Bear to the right and smash the red mushroom on the left side of the path. Follow the path, smashing only the red mushrooms. The labyrinth is confusing; concentrate on one red mushroom at a time so you can see where you have been. This leads you to Sam.

Frodo begins his journey through the Old Forest alone, although he hears his friends calling to him from inside the Tree Labyrinth. Walk down the path directly ahead, but get ready for an attack from a giant spider that drops from overhead. Time your attacks to kill the spider with several hits from your

### CAUTION

Do not smash the green mushrooms! They are poisonous, and Frodo will die if you smash one. If a green mushroom is alongside a cone that may hide a power-up, destroy the cone long-distance with a rock rather than risk hitting the mushroom with an errant swing of Frodo's stick.



Soon you reach a junction where the path branches in three directions. Take the first left, past the green-mushroom, and smash the bramble blocking your way. Move ahead slowly until you receive a warning that Sam has seen something. Sam is cowering at the end of the path, near a spider nest. Creep ahead slowly and destroy the nest (if you run, the spider will hear you and emerge from its nest in a bad mood). Smash the small cone near the fallen tree and pick up the *athelas* leaf.



Ah, I tried not to get lost. Frodo, honest I did, but the trees had other ideas!



Make contact with Sam, return to the path, then continue your search. One Hobbit down and two to go. Leave the spider's nest area and turn left at the end of the path. Continue along the path until you reach a tree in the middle of the road. Frodo remarks that the tree was not there before. Turn left and return to the junction. The path to the left retraces your steps past the bramble to the spider nest where you found Sam. Go straight, and you run into the strange tree again. Your only choice is to go right.



Turn left at the next fork in the road (there's a red mushroom ahead). After the second red mushroom, turn left (the path to the right dead-ends at a tree). After destroying another red mushroom, watch out for two mist creatures ahead. They move aggressively toward Frodo and Sam, so retreat temporarily to get a better view of your attackers. Move cautiously ahead, and when the mist creatures notice you, run past them on the left. There is more trouble ahead when a spider attacks. Kill it, pick up the *cram*, then destroy two cones, one in an alcove to the left and another farther down the path. Each one contains *athelas* leaf.

### TIP

If Frodo's health is low, avoid the mist creatures. However, if you're quick, you can destroy a mist creature and collect a *cram* bonnet. Strike the mist creature with your stick until it briefly disappears. Repeat this attack three more times to eliminate it and pick up the



Continue along the path (away from the ghosts) and turn left at the next junction. Follow the path to another bramble bush. A spider drops as you destroy the bush; attack. Continue destroying the spider. Pippin is ahead. Like Sam, he is in trouble, so caution proceed.

### CAUTION

Watch your Health Bar. Munch a *cram* mushroom or a loaf of *cram* before advancing toward Pippin.

# Old Forest



## CAUTION

The mist creature will follow Frodo to the bramble, so don't spend too much time here.



You've destroyed the red mushrooms and several bramble bushes. Retrace your path, past the deadly mist creatures, and turn right at the tree (near the green mushroom). Follow the path to where it forks near a tall tree. Take the left branch, destroy the red mushroom, then take the next right, destroying another red mushroom. Follow the path, but be alert for another mist creature. Avoid its deadly swipes, retrieve the *athelas* leaf in the cone on the right, then turn around. Run back across the path to the bramble bush. Destroy it and slowly move ahead.



Entice the mist creature to follow Frodo toward the wide area around the spider's nest. Run around the mist creature, staying clear of its lethal attacks. Follow the path in the direction you came from, taking a straight route. You come upon Ted Sandyman, who is cornered by two giant spiders.



Kill the spiders and free Ted Sandyman, who is in Frodo's debt. He plans to leave the Old Forest, but first he offers Frodo a switch lever, something he'll need to open the old gate at the edge of the forest. Pick up the *lembas* from the dead spider, and smash the spider nest to retrieve the *athelas* leaf before you continue.





Go back the way you came, and follow the red mushrooms until you reach another bramble bush. Two large spiders wait on the other side, and will test Frodo's strength. A spinning Ring has appeared in Frodo's item slot in the upper left-hand corner of the screen. There are no visible enemies, so this signals a hidden area, visible only to the wearer of the Ring. Have Frodo wear the Ring to reveal a hidden entrance (blue, glowing boulder) to a spider's den. Walk "through" the boulder to enter the tunnels, then battle several spiders in close-quarters fighting.



After passing through the boulder you enter a series of spider-filled tunnels. Keep moving to survive the onslaught and fight no more than two spiders at a time. When Frodo's Health

Bar slips, run to a clearing and use mushrooms, *cram*, or any other health-restoring item in your inventory. Keep moving, and never stop swinging your stick.



**When under attack from several spiders, position Frodo in the narrow entrance to one of the dens. This prevents the spiders from surrounding Frodo and attacking from multiple directions. Kill one spider at a time before leaving the safety of the narrow entrance.**



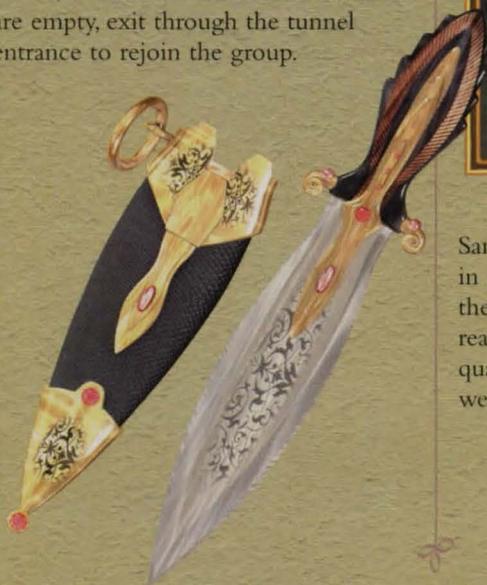
After eliminating the spider army, explore the tunnels and collect the many power-ups, including mushrooms, *lembas*, and Dwarf-shot. When the dens are empty, exit through the tunnel entrance to rejoin the group.



Follow the remaining red mushrooms until you encounter two more spiders in a small alcove, then a large black spider blocking your path—the Old Forest gate. A few hits kill the guy, and when you do, you will collect a loaf of *lembas*.



Now you can make use of Ted Sandyman's gift. Place the switch lever in the control box on the left side of the gate, open it, and walk through to reach Lookout Mound, where the quartet enjoys a warm campfire and well-earned meal.



# Old Forest



## Withywindle Path



at Frodo; short, thickly gnarled roots come out of the ground snapping at Frodo; and large branches of Old Man Willow crash down on Frodo.



Keep up the attack, especially against Old Man Willow's powerful branches. If you consistently hit the branches, the roots stop coming up from the ground, and Old Man Willow gives up.



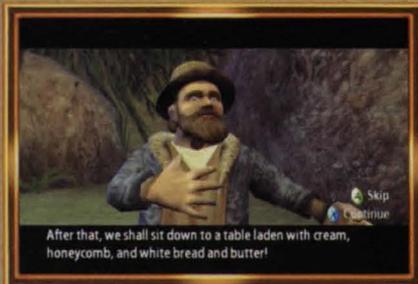
After resting at the campfire, proceed past the big tree and down the hill to enter Withywindle Path, where you encounter spiders and bees. Stop and fight if you wish, but there is no need to risk injury. They will not follow you past the end of the path. On the way, destroy the spider nest to reveal an *athelas* leaf.



When you reach a clearing, you see Merry and Pippin staring dreamily at a giant tree. They fall into a trance and find themselves inside the tree. To free Merry and Pippin, attack Old Man Willow's roots and branches. There are three different attacks: long, spindly roots come out of the ground whipping

After a shower of magical sparks cascades from the tree, Frodo and Sam run for help, and find Tom Bombadil strolling down the path. He assures the Hobbits that he knows a special rhyme that will make Old Man Willow release Merry and Pippin.





After Merry and Pippin are safe, Tom asks for their help in finding 12 lilies for Lady Goldberry. Their reward will be a sumptuous feast of cream, honeycomb, white bread, and butter.



**Secret Elven-shot:** After defeating Old Man Willow, look for a mysterious sparkle in a tree along Withywindle Path. Climb onto the nearby rock and throw something at the sparkle to dislodge Elven-shot.



The first lily is in plain view, on a log that stretches across the river. Spiders patrol the other side, so be careful when you step off the log. After collecting the first lily, hop off the log and destroy the cone to the right to reveal an *athelas* leaf. Throw a rock to destroy the cone to the right of the green mushroom, turning up Dwarf-shot. Jump off the log, kill the spider, and collect the Dwarf-shot.



The tree ahead is a living tree that strikes at anything that passes within its attack circle. However, it cowers when Frodo swings his sword. Before retrieving anything near the living tree, swing your stick to make the tree lean to one side. This gives you enough time to move in and back, or pass on the opposite side without suffering any damage. If you encounter a living tree that does not respond to Frodo's sword, pound it until it shrivels and dies.



# Old Forest



Continue walking along the bank, with the river on your left, to find the next lily partially hidden behind a cluster of reeds. Smash the reeds to retrieve the lily, then sneak by two more living trees until you see a tree growing out of the side of the hill, leaning toward the river. Many spiders are on the other side. Move forward slowly, but let the first few spiders come to you. Fight forward until the last spider is belly up. Grab the lily and continue toward the living tree. Swing Frodo's stick to distract the tree and grab another lily.

Walk along the bank and look for a flashing light on top of a large boulder, marking the location of another lily. Climb up and retrieve it, then look down for another lily next to a living tree. Distract the tree and grab the lily. With six in the bag, you're halfway there.



Avoid, or swat, the bees, and walk over the log to the other side of the river. Walk to the right and go to a large grassy knoll. As you pass the large boulders on the left, look for another lily sitting near the hillside. Continue along the knoll until you see Tom Bombadil standing near a fallen log. Remember this location; you'll return here to deliver the 12 water lilies.

Turn around and walk in the opposite direction. A spider attacks, and you see several more in the distance. Advance with care; these spiders are poisonous and aggressive. Fight your way forward, and don't ignore the bees while you fight the spiders. Rush and destroy the nest to halt the flow of spiders.





When it's clear, turn around and climb the rocky ledge to retrieve a lily. Continue along the riverbank until you reach a log crossing. Walk to the other side and turn right, avoiding several living trees, until you reach a fallen log and another spider's nest. A giant poisonous spider is here. Use your *athelas* leaf if you get bitten. After defeating the spider, collect the lily from its resting place between two living trees. Three more to go.



Fend off more bees and spiders, then walk up a grassy ramp to a ledge, where another lily grows alongside a giant spider's web.



Follow the river as it branches into a narrow stream that leads to a waterfall. You must be on the left side of the river as you face the waterfall. Walk into the stream and under the waterfall. Several mist creatures swarm toward you as you enter the cave. The three lilies inside finish your collection. Do not fight the mist creatures; they are too powerful. Run around the caves, collect the lilies, then exit the way you entered.

## CAUTION

*Aside from the mist creatures flying around the cave, the skulls lying on the ground also turn into mist creatures as you pass them. Don't get trapped in a small corner of the cave. Keep moving to avoid being struck by the mist creatures. A few hits kill Frodo.*



With your bag full of water lilies, to the grassy knoll where Tom Bombadil waits. Highlight the lilies in Frodo's inventory and present them to Bombadil. He is overjoyed and directs Frodo to follow him to the house for a feast!

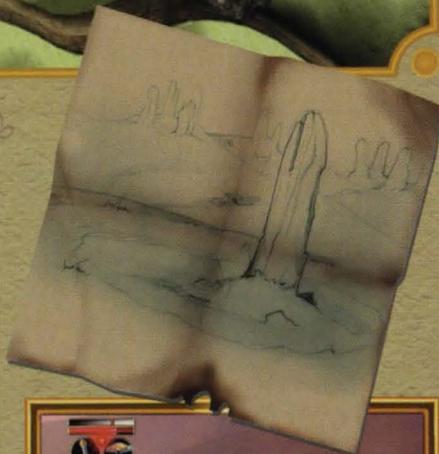




## Barrow-downs Frontside



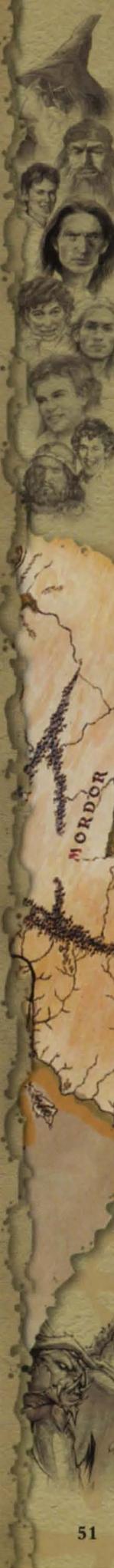
After food and rest, and a few warnings from Tom Bombadil about staying on the path, Frodo leaves the house and heads for Barrow-downs. Stop to collect the mushroom hidden inside the cone, then turn right onto the path. Get ready for action, because an angry wolf is waiting around the bend. If you stay on the path and creep along, the wolf will not notice you.



Don't get too complacent; the wolf attacks from behind. After fending off two more wolves and gathering mushrooms, Frodo's health is low. As you round the bend, several power-ups glow in the distance, atop a mountain ledge. Now, you must figure out how to get there.



Drop off the path to the left, where a group of three squares sits in a dirt circle. Each square activates a column when Frodo steps on it. The problem is, when Frodo steps off one of the squares, the column sinks into the ground. Find something to put on two of the columns, while you stand on the third. Pick up the partially hidden rock in the high grass, and place it on the left square (when looking at the high ledge). Walk behind the large rock facing left to find a log (and a mushroom). Carry the log to the squares and place it on the one in front. With this configuration, you have the first and second platforms permanently raised. Stand on the third square until the final platform is raised. Jump off, and climb the first two platforms. The third platform will lower as you do this. Jump onto the third platform before it drops too low for you to leap to the ledge.





When you are finished on the ledge, jump to the lower level. Return to the path and wind your way up the hill. Chop down the tall grass to gain entrance to a tunnel containing several mushrooms. Continue up and around the mountain, stopping at three cliffs to collect *cram*, *lembas*, and an *athelas* leaf.



Stay on the path, or you may run into a Barrow-wight. You cannot kill so steer clear. When you reach the to the scene cuts away to Sam, Merry, and Pippin gathered around the fire.

The collection of power-ups is extensive, including *athelas* leaf, Dwarf-shot, apples, *lembas*, firecrackers, honeycomb, *cram*, and mushrooms. But, the best prize is hidden inside the trunk. Use your lock pick kit to open the trunk and retrieve the Westernesse dagger, which carries a damage value of seven—two more than Fatty's walking stick.

## Barrow-downs Backside



From the campfire, walk between the two tall stones to enter the path. Annoying bony arms pop out of the ground and smack Frodo. If you strike them with your dagger, they drop into the ground, only to reappear. Avoid them and move on.

# Old Forest



## TIP

You will see mushrooms and *cram* on ledges above the path, but Barrow-wights guard them. If you venture off the path, you need to knock down each Barrow-wight three times before it dies. An additional health power-up is your reward for killing one.



More of the bony arms pop up in the center of the room. Avoid them, and climb the dirt ramp to a locked trunk. A bony arm stands guard, keeping you from approaching the lock. Stand back and fire rocks at the arm until it shrinks into the ground. Then, approach the trunk and use your lock pick kit to open it and retrieve a loaf of *cram*. Explore the perimeter of the room until Frodo hears something. A Barrow-wight pops out of the ground and expels poisonous, green air toward Frodo, each breath lowering his health. Get out of range of the deadly fumes, then fire rocks at the creature until it temporarily sinks into the ground.



Circle around the area's perimeter until you find an alcove where Merry, Pippin, and Sam are asleep. A Barrow-wight attacks. Knock it down with several strikes from Frodo's dagger and force it into the ground. After a brief pause, the Barrow-wight reappears. Remember Tom Bombadil's advice, to summon him for a magical song when the Barrow-wight has the upper hand? Knock the Barrow-wight into the ground, then retrieve the song from Frodo's inventory and invoke the magic.



Continue along the path, moving down the mountain and picking up mushrooms. As the path narrows, it becomes almost impossible to avoid the bony arms, so you must absorb some punishment. The path ends at the top of the mountain. As Frodo walks to the top of a strange mound, he thinks the others are trapped inside. Toss a firecracker at the entrance to blast away the rocks, and step inside the mound.

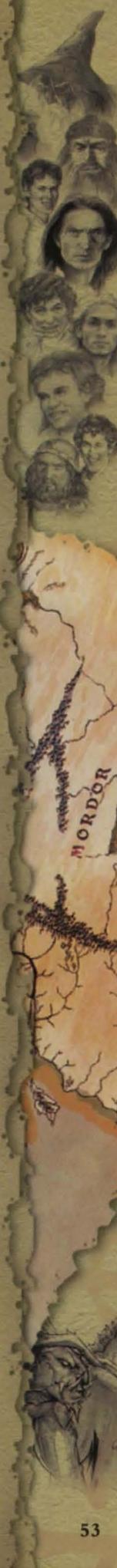


Old Tom has taken a pretty toy for his lady, and here are some fine blades for young Hobbits who go walking into dark and danger!

With a rumble, Tom Bombadil appears at the entrance to the mound, singing his magic tune. The Barrow-wight is banished forever, as Merry, Pippin, and Sam awaken from their mysterious sleep. Tom assures the Hobbits they are not in danger, and gives them new blades to protect them on their journey. He urges them to go to the Prancing Pony in Bree.

## CAUTION

If you fall off one of the cliffs, Frodo dies.



# Bree

## Prancing Pony Inn

### Find Merry

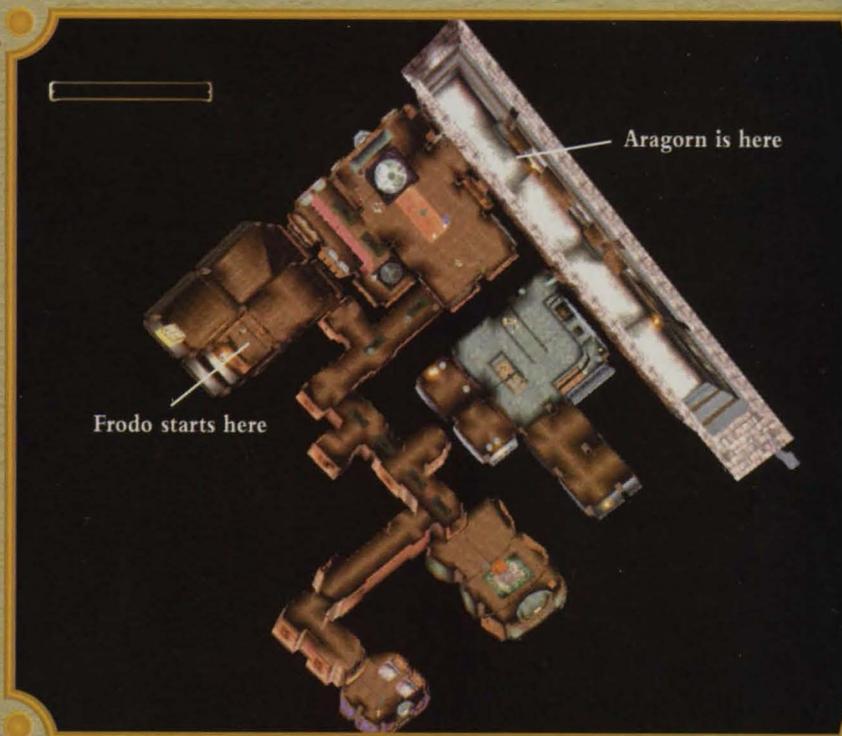
- Find Merry

### Collect Decoy Parts

- Clear an old Hobbit woman's house of rats
- Collect clothes
- Collect small logs
- Collect melons
- Collect hay bolster



The Hobbits arrive at the Prancing Pony Inn, and Frodo reminds his friends that he is to be called Mr. Underhill, so as not to raise suspicion. The inn appears to be empty, but a loaf of *cram* is above the front desk. Hop onto the desk and jump to the sign to collect the *cram*. Walk behind the desk and down



the hall to reach the pub and find Merry, Pippin, and Sam, along with a collection of unfriendly men. There is good advice to be had; so talk to everyone in the room.



**Secret:** Give Frodo's silverware to Nob, and he gives you a choice of gifts. If you took Fatty's walking stick in Bywater, Nob offers you Dwarf-*tonic*, which increases health by 35 percent. If you took Fatty's ointment, Nob gives you arrows.



When you return to the front desk it's manned by the innkeeper. Check and return to the pub to collect the other Hobbits. Before Frodo finds his friends, a swordsman seated by the desk stops him. He offers his services as guard, guide, and cook. There is something strange about this man; decline his offer. Suddenly, the man turns on Frodo, whisking him off to a locked room. You must find a way out of the room before Frodo is sold to the highest bidder.



# Bree

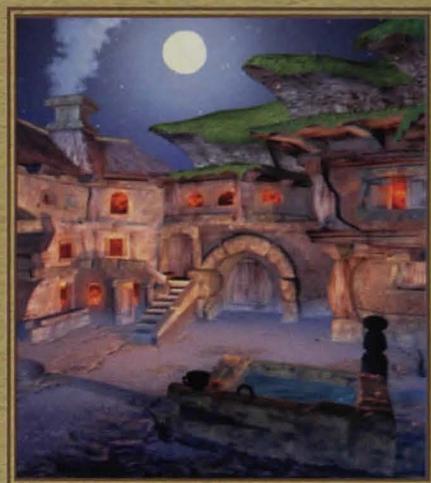


Smash the barrels at the rear of the room to reveal two Mushrooms. Push the large crate out of the way to clear the doorway. An armed guard patrols the outer room. Wait until he looks the other way, then scamper up the plank and out through the opening.



**Ring Secret:** After escaping the room, climb the ladder in the alley behind the Prancing Pony. When you reach the top, activate the Ring to reveal a secret platform to the right.

Fight past another guard and climb through the pub window to meet Merry, Pippin, and Sam. Pippin has had ale, and his tongue is dangerously loose. A stranger urges Frodo to stop him from revealing the group's true identity. Frodo leaps onto the bar and begins singing to distract the crowd, but he disappears after accidentally invoking the Ring. The stranger admonishes Frodo for using the Ring in public, even though it was an accident. After the innkeeper delivers a late message from Gandalf, the stranger introduces himself as Aragorn, and swears to protect Frodo with his life. Frodo accepts. Leave Frodo to his own devices as you take control of Aragorn and find Merry, who has not returned from his walk.



## The Village of Bree



A sneaky little fellow, by the look of 'im! I saw 'im go in! But when I followed, I got nipped by a rat!

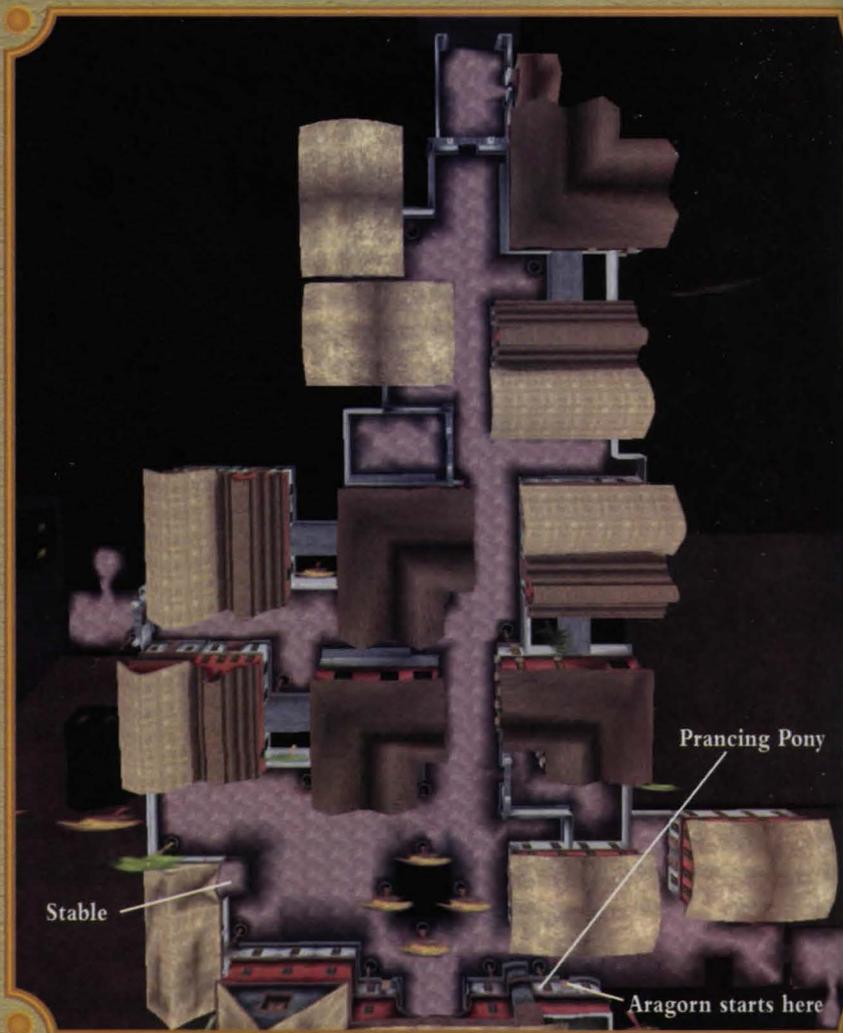


Before venturing into Bree, destroy the crates behind Aragorn to collect wooden arrows and *lembas*. Continue down the street until you encounter a woman complaining of rats in her cellar. Aragorn is uninterested until the woman mentions a burglar. Before you enter the house, dispatch two attackers.



They call me Strider. I am a friend of Gandalf.

When you're inside the house, the rats attack. Watch out; their bites are deadly. After killing three rats, advance through the door to find Merry. Aragorn introduces himself and tells Merry to return to the inn, collect the group, and hide at Butterbur's house (the owner of the Prancing Pony). You must collect items for Aragorn to use as decoys, to throw the Black Riders temporarily off their trail. Collect the steel and fire arrows from behind the barrels before leaving the small room.



As you leave the house, the woman stops Aragorn and asks if the rats are gone. Aragorn assures her the house is clear, and he asks for some of her rags in return for his work. She hands them over. Pick up the clothes and continue your search.



Turn right after leaving the house, and look behind the deserted stand for melon to be used as Hobbit heads. An attacker comes up behind Aragorn. Kill him, and gather the *crum* he leaves behind.



When fighting as Aragorn, resist the urge to wade into every fight wildly swinging your sword. Step back and block to avoid an enemy's blows, then strike three times when your foe stands still. Step back and block again, then unleash another series of strikes to dispatch your opponent.



Continue down the street, toward the sound of horses. Stop and smash the barrels on the right to retrieve a Beryl stone. Pass through the archway and enter the small room on the right to collect the *lembas* and fire arrows in the barrels. A feed trough is to the left, and you can hear horses. The gates are locked; turn around.



Retrace your steps and continue to the town square, killing two more attackers. Turn right, then right again to enter a small courtyard. The barrels hold wooden arrows and *cram* in the barrels. Go to the street to find *cram* in the barrel ahead. More axe-wielding attackers appear, including two at a time. This is a tough battle, especially if you stand and fight. Circle around and kill one foe, then concentrate on the other.



Explore the town until you find a small room containing a fireplace, to the right of a locked gate. Defeat the guard and enter the room, collecting the small logs to the right of the hearth, along with a loaf of *lembas*. You need a hay bolster to complete your list of decoy parts.



Turn around and run through the square. Turn right past the large trees and walk toward the stable. After defeating a lone guard, continue into the stable area to encounter a stableboy being terrorized by two armed men. Defeat both attackers to free the boy and gain access to the stables. Smash barrels to collect steel arrows and *cram*, and walk to the last stall, which contains a hay bolster. Go to the Prancing Pony and complete Aragorn's surprise.



The two attackers back Aragorn into a stable timber. Block the initial series of blows, then strike forward, killing the first attacker and moving out of the corner.



Return to the Prancing Pony, which is across the square from the stable. After directing the Hobbits to sleep elsewhere, Aragorn fashions his decoy. As he suspected, the Black Riders attack in the night, certain they are murdering the Hobbits. By the time the riders realize their mistake, Aragorn and the Hobbits are on their way to Rivendell, by way of Weathertop.

# Weathertop

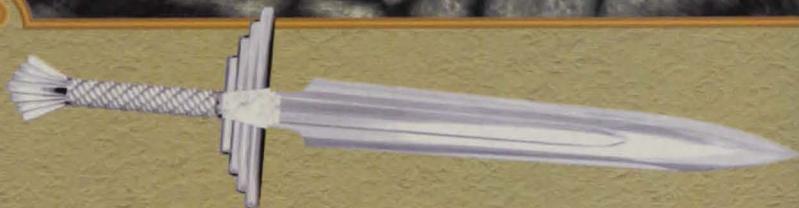
## Dell

Escort Frodo and the Hobbits to Rivendell

- Reach the summit of Weathertop
- Defeat the Olog-hai
- Protect Frodo from the Nazgûl
- Guide Frodo through the Trollshaws



Aragorn must clear the way to the summit of Weathertop, and that means fighting boulder-throwing trolls. Making matters worse, Aragorn is repeatedly attacked by poisonous bats, at the same time he is fighting other attackers. Reaching the summit is an exercise in accurate sword strikes, boulder dodging, and administration of *athelas* leaf to counteract poison. There is plenty of *clam* left along the way, so replenish Aragorn's Health Bar when it drops. Collect all available *athelas* leaf; you'll need to administer it as you work your way to the summit.



# Weather top



As you near the summit, the trolls double-team you. Keep moving, and look for space if Aragorn is forced back into a wall. A horizontal strike damages both attackers. A colossal battle against an Olog-hai looms ahead, and you need plenty of *cram* and *lembas* to survive the fight. Pick up every health power-up along the way.

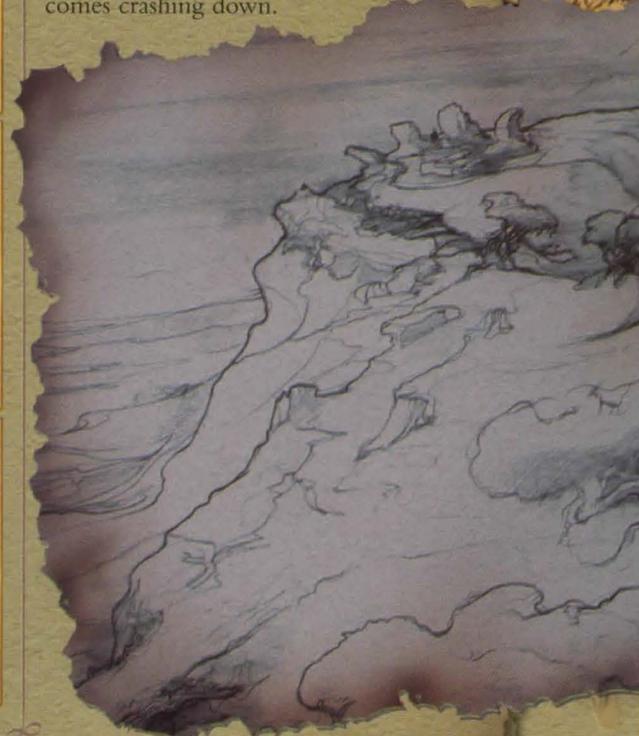


Defeat this behemoth by taking advantage of Aragorn's speed and agility. Don't stand toe-to-toe and slug it out. After three good hits, move in a circular motion around the summit. The Olog-hai eventually catches you, but he is too slow to turn and respond quickly. Keep moving.



Eventually, the strike-and-run strategy takes a toll on the Olog-hai. Watch Aragorn's health, infusing him with *lembas* or *cram* when it dwindles. The giant throws his head back after receiving the death blow, just before he comes crashing down.

Kill the trolls as you move up the mountain, but don't absorb unnecessary punishment from flying boulders. Rather than weaving back and forth, wait until a boulder is released, then step easily to one side. Do this as you work your way close enough to strike the attacker with Aragorn's sword. If you take too many hits during close-range fighting, slow down, take a blocking stance, and wait until the attacker throws the next punch. After the block, connect with three powerful strikes.



## Trollshaws



Reunited, Aragorn and the Hobbits discuss their journey to Rivendell. Suddenly the serenity of the campfire is broken by the sound of horses, as the Nazgûl (Black Riders) burst on the scene. As Aragorn, you must defend Frodo long enough for the Black Riders to stop attacking.



Aragorn is armed with a flaming torch that he swings at the Black Riders. You must survive and protect Frodo by moving from one attacker to another, keeping the Black Riders busy, so they don't overwhelm Frodo. After Frodo is injured by a Morgul-knife, the Black Riders depart, leaving Frodo mortally wounded by the blade tip still within the wound.



Aragorn must race against time to deliver Frodo to the Elves before the splinter completes its evil task. This is a test of speed and power, but you must also gather *athelas* leaf to slow the splinter's effect. Watch both Aragorn's and Frodo's Health Bars. You must move quickly, rather than strategically, so Aragorn absorbs a lot of punishment. Freely use your *cram* and *lembas* supplies



to ensure Aragorn's survival. When you reach the bridge, the battle is won, and Elf-magic will save Frodo!



**Beryl Stone Multiplier:** Locate the stone statues, with a Beryl Stone nearby, towards the mid-point of the path. Pick up the Beryl Stone, then strike each statue with your sword. Stand in front of the center statue and use the Beryl Stone to make three more Beryl Stones appear in front of the statues.

# On To Rivendell



## Rivendell

### Bilbo's Room

#### Rivendell

- Meet the Fellowship
- Visit Bilbo Baggins's room
- Begin the journey to Moria

Frodo and his companions reach a safe haven at Rivendell, and after Elf-magic cures Frodo of the Morgul blade tip, a Council is called at the House of Elrond. It is determined that Frodo must maintain possession of the Ring and carry it safely to Mordor, where its dangerous powers can be destroyed. A Fellowship of the Ring is formed, consisting of Hobbits Frodo, Sam, Merry, and Pippin; an Elven archer, Legolas; two Men, Boromir and Aragorn; a Dwarf, Gimli; and the mighty Wizard, Gandalf. Before the Fellowship sets off on their journey, Frodo visits Bilbo Baggins one last time.



In Rivendell, you control Frodo once again. After wandering around the House of Elrond, and visiting with the other members of the Fellowship, walk into Bilbo's room (the doorway is behind Gandalf). Approach Bilbo to learn about two special gifts he has for Frodo: Sting, a special Elf-blade; and a mithril-coat, light but impenetrable armor.



Thanks to the protection of the Elves, Frodo is safe. Placed securely atop a magnificent white stallion, Frodo is carried to Rivendell ahead of the Black Riders, who are swept away by powerful Elf-magic. Frodo is delivered safely to the House of Elrond, where he joins the sacred Fellowship of the Ring. It has been an arduous battle, but for Frodo, the quest is just beginning.





After receiving the gifts, walk to the two chests. You will receive a different reward depending on which chest you open first. Open the one on the left first to find a bottle of Spirit Essence. Give it to Gandalf (you can do this now or later at a campground, by talking to Frodo as Gandalf). The chest on the right contains mushrooms.

If you open the chest on the right first, there is an ancient tome, Mellon, inside. Give this to Gandalf, and he recalls a powerful spell called Paralysis.



When you are ready to begin your journey, walk to Elrond. He bids the group farewell, as character control passes from Frodo to Gandalf. Your journey to Moria begins!





# Moria

## Gates of Moria

Enter the  
lines of Moria

- Defeat the Wargs
- Fill the crevice in the mountain path
- Find the entrance to Moria
- Defeat the Watcher in the Water
- Open the Gates of Moria

Journey to  
the Bridge

- Travel through Moria

Escape from Moria

- Find a way out of the mining area
- Escape the 21st Hall
- Leave Balin's Tomb
- Reach Durin's Bridge
- Protect the Fellowship from the Balrog



As the journey to Moria begins, the Fellowship gathers around the campfire. You control Gandalf, and as the conversation ends, an eerie howl signals the upcoming Warg attack. The two animals charge toward the campfire. Defeat them; their powerful bites reduce Gandalf's health.



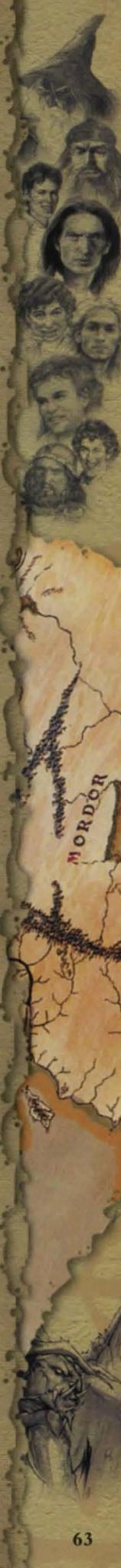
A path leads to the Gates of Moria, but before leaving, explore the areas around the campfire to collect mushrooms and an *athelas* leaf.



**Secret-Bow of the Galadhrim:** Follow the path down and to the right after leaving the campsite, to find a Bow of the Galadhrim. This bow is automatically given to Legolas, and allows him to inflict more damage when he attacks.



To begin the journey, follow the stone path up the mountain, but be careful of attacking bats. Their bites are poisonous, so take *athelas* leaf immediately to counteract the effects. Take the narrow pathway to the right and continue upward until you reach the water. A Warg attacks from the left. Kill it and continue along the path to a pile of boulders. Pick up the *miruvor* (full healing potion).





Walk to the boulders, select Staff Slam from Gandalf's weapons inventory, and direct the spell at the pile. The rocks blast apart, many of them falling over the cliff's edge. The fallen rocks have repaired a chasm blocking the path to Moria.



Walk down the steep grade and turn right past the tree growing out of the rock wall on the right. Watch for bats; they attack without warning, and are stubborn. When the path turns left, you see the result of Gandalf's Staff Slam. Previously, this section of path was impassable. As the path turns toward the lake, get ready for a Warg attack.



Pick up a vial of *miruvor* near the water, then walk to the left along the shoreline. Gandalf recalls that the Gates of Moria are hidden in the cliffs. Walk to the two trees surrounding the sealed opening in the side of the mountain. Stand between the trees, close to the rock facing, and press  $\times$  to reveal the gate. Gandalf deciphers the Elvish letters, but the group has no time to ponder the word that solves this riddle, because the water starts to churn.



Suddenly, the tentacled Watcher bursts from the water, snapping its deadly claws. Using Gandalf's sword, move back and forth at the shoreline, striking at the two tentacles. Strike at a tentacle crashes down. Get in two or three hits, then move to the other side. Keep up the attack (watch your health) until one of the tentacles shrinks into the water. Eventually, the creature weakens, giving you a brief moment to choose a password and unlock the gate. You have four choices. If you choose incorrectly, the creature returns, and you must run to the edge of the shore, staying on the stone area that juts out into the water. Continue striking at the tentacles until the Watcher retreats into the water. *Don't read any further if you want to guess the password.*

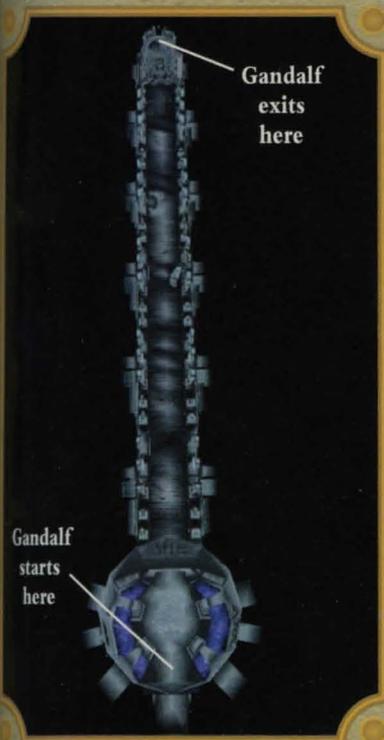
### CAUTION

*If you try to fight the Watcher with long range magic, the monster attacks with poisonous breath, and it only takes a few clouds to kill Gandalf.*





## 200 Stairs



The correct password is Mellon, which means "friend" in Elvish. As the words are spoken, the doors open. Enter Moria and collect the *miruvor* on the ground before you. Continue up the stairs, but watch for falling rocks. As Gandalf reminds you, the walls are weak from age, and a careless step could mean instant death. As you press onward, dodge the flaming arrows launched at you from above. Toss a few Fiery Blasts to kill the attacker, who leaves behind a supply of fire arrows.



**Extinguish Gandalf's staff, so he is not such an easy target for the attacks coming from above.**



You encounter another archer on the left side of the stairs, after a massive pile of rocks falls from the ceiling. One more archer fires at you from the top of the stairs on the right. Use the fallen rocks for cover, then rush the archer, taking a zigzag route to avoid the flaming arrows. Enter the room at the top of the stairs to rejoin the Fellowship. Pause by the fire long enough to heal Gandalf's wounds.

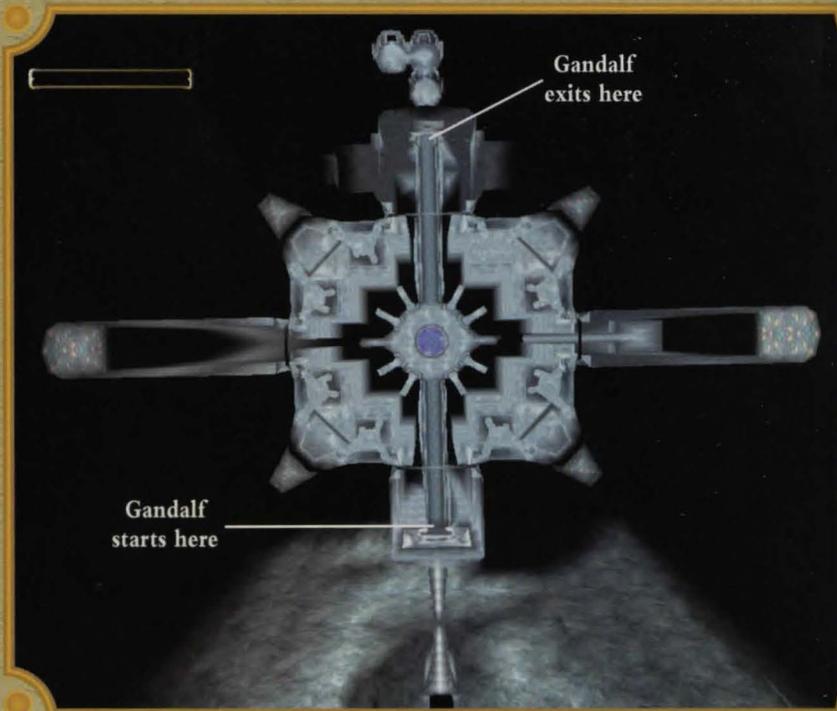
## Hall of Statues



Exit the room through a stone door on the opposite side of your entrance (the door rises when Gandalf steps on a pressure plate). Orcs are in the distance and hanging on the pillars close by. Explore the room cautiously, and be ready for surprise attacks. Take the circular walkway on the right, but pause to take out three Orcs from long range with a few well-placed Fiery Blast spells.



Orcs move very slowly in close-quarters fighting, but they are excellent defenders and can easily block many of Gandalf's strikes. The Fiery Blast is your most effective weapon, even at close range. Don't use the crosshairs; simply fire away. Two direct hits kill most Orcs, although some require three.



When Orcs come pouring out of triangular opening in the wall, use Fiery Blasts at the doorway to collapse the supporting timbers and prevent reinforcements from streaming out.

Follow the path to a large, closed door. Move the lever to open the door and proceed across the bridge. As you approach the other side, you hear Gollum hissing somewhere nearby. A lone Orc blocks your path, but several more rush Gandalf as he approaches the fountain. When the area is clear, collect the *cram* and *miruvor* on the catwalks to either side of the fountain. Follow the bridge to the next door, which opens with a lever, but turn around as the door opens to face a surprise attack.





## Tube Bridges



Move through the small corridor to the next room, a circular chamber with three doorways. Go through the first doorway to your left and pull the lever, to open a hole in the circular chamber's floor. Push a large piece of stone through the hole. Enter the next doorway to your left. Use Fiery Blasts to kill several Orcs waiting on the opposite side of the room.



When the room is clear, destroy the barrels and crates to reveal health power-ups, then step on the elevator platform in the room's center. Select Gandalf's Chain Lightning weapon, then, while on the platform, pull the lever to activate the elevator. Orc archers surround Gandalf when the elevator stops, so quickly release the spell.



Go to the main chamber and push the stone you dropped earlier onto a pressure plate to raise the door leading to a curved pathway. Follow the path to another door that leads you back to the Fellowship. Everyone agrees that an evening of rest will do the Hobbits (and Gandalf's battered body) a world of good.

## Rotating Bridges



After recharging Gandalf's health by the fire, exit the room on the other side of the well. As you approach the door, the ground splits, creating several jagged pathways to explore. When you take the left-hand path, use Fiery Blast to destroy the Orcs' triangular doorway before entering the room. This limits the number of Orcs you have to kill to two. When the room is clear, smash the barrels to reveal a loaf of *cram*. Go into a circular room guarded by an axe-wielding Orc, who drops down from the ceiling on a circular stone platform. It takes several direct hits to kill this enemy, so keep your distance and lob Fiery Blasts from the hallway as the Orc approaches. Pick up the *miruvor* and enter the room.



Collect the *lembas* and pull the lever to open the door on the other side of the circular platform. Walk through the corridor to a large chamber with three doors. Pull the lever to enter the room on your right. From the doorway, use Fiery Blast to kill the Orc on the other side of the room. After killing another Orc who shows up to investigate, you notice three more doorways, similar to the ones in the room you just left. Pull the lever to open the door, and get ready for a wave of Orcs. Switch between magic spells and Gandalf's sword, carefully managing his Spirit and Health Bars.



When the dust settles, locate a square hole in the center of the floor. Go to the next room on the right; it holds a loaf of *cram*. The next doorway leads to an impassable rotating bridge. Go as far as you can and take out the Orc archer on the far side with a Fiery Blast.



Walk to the edge of the path and target the switch on the left side of the other bridge section. When the middle piece rotates into position, walk across. An Orc archer is in the distance. Send a Fiery Blast in his direction, and he comes running. Finish him off and proceed through the short tunnel.



A group of Orcs waits on the other side, so charge Gandalf's Spirit Bar. When the Orcs swarm, use Chained Lightning or Staff Slam, followed by a few Fiery Blasts to disperse the unruly crowd. Pick up the *cram* that is left behind, and clear the remaining room to collect a vial of *miruvor* and mushrooms.



# Moria



Continue through the remaining door to a winding passage. Select Chain Lightning and prepare to take on five Orc guards at the top of the path. They guard the mining Dwarf, Ori. Your first blast or two takes care of a few Orcs. Rush up the walkway and finish off the remaining two with Fiery Blasts. Ori dies, but he tells the Fellowship about Durin's Axe, kept in the Chamber of Mazarbul. Before leaving, pick up the switch lever.



Pull the lever at the next doorway to the right, and step to the side to avoid the flaming arrows. Rush into the room and use Chain Lightning to dispatch an axe-wielding Orc and the Orc archer. There are no power-ups in this room.

Run through the short tunnel into a large circular chamber. Smash the boxes on your left to pick up *cram* and *miruvor*, then extinguish your staff before walking across the bridge. Two Orc archers launch flaming arrows, so bob and weave as you move forward. Use Chain Lightning against the archers, but be ready to switch to your sword and kill a poisonous bat that swoops down on Gandalf (if it avoids the lightning). An Orc guard rushes in. He carries an *athelas* leaf, so quickly kill him, especially if the bat sinks its teeth into Gandalf. Finish off the remaining Orcs, and look for one more bat. When the room is clear, smash the barrels to reveal *miruvor* and *cram*.

## CAUTION

You must get to Ori before he dies to learn about the location of Durin's Axe.

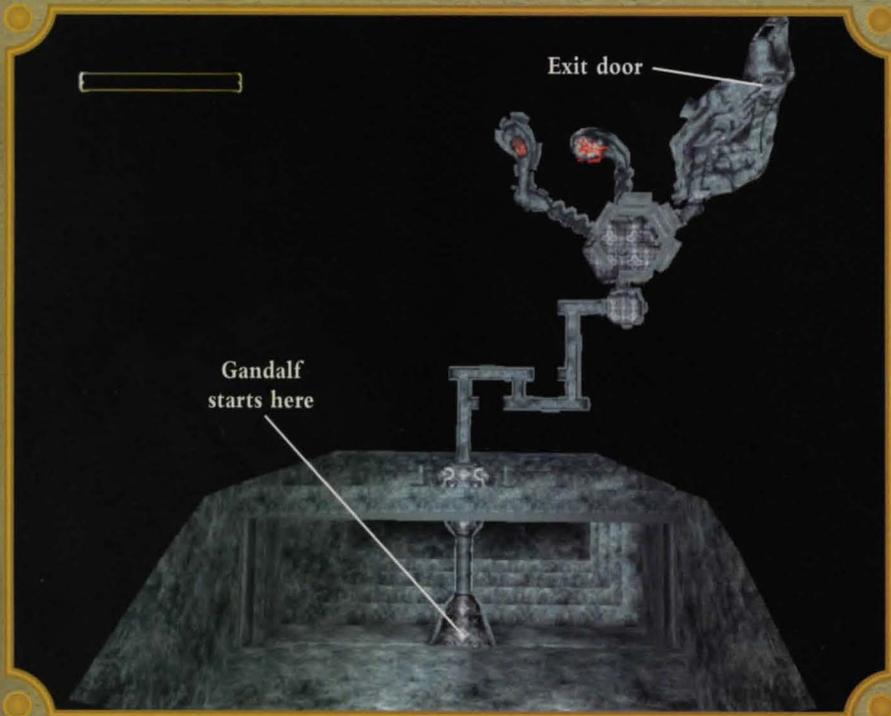


Retrace your steps across the rotating bridge (this time striking the switch with your sword) into the room with the square hole in the ground. Turn right and go into the main chamber.

The next door to your right opens into another room with three more doors and another square hole in the floor. A vial of *miruvor* is in the barrels on the room's other side, but you must destroy three Orcs along the way. The first doorway on your right leads to another rotating bridge. Shoot the Orc archer on the other side, then target the switch to swing the bridge into position. Walk to the end of the platform and place the switch lever into the control. Pull the lever to open the door.



# Three Passages



Advance through the doorway into a series of corridors. Watch for an Orc archer attacking from the right. He is in an alcove, so dodge back and forth as you advance down the hallway. Take him out at close range with Fiery Blast (he leaves fire arrows). Two more Orcs respond to the commotion, so load up Chain Lightning to take them out with a couple of hits. Pick up the *miruvor* and continue around the corner.

Another archer waits at the end of the next long corridor. Turn off Gandalf's staff light and unleash a quiet Staff Slam for an easy kill. Follow the hallways, watching for bats and long-range archers. When the corridor empties into a larger chamber, kill a persistent archer and collect *athelas* le-cram, and *miruvor*.



# Moria



Stand on the pressure plate to open the door into the next hall, where the Fellowship is waiting by a deep well. No time for rest here. You must choose between three passages as Gandalf continues his journey. Enter the first hallway on the left, and prepare for an immediate bat attack. While you swat a poisonous flyer from the air, an archer takes aim from long range, and another Orc guard joins the attack. After neutralizing the guard, send a Lightning Chain down the hallway to kill the archer and another bat. Pick up the *athelas* leaf left behind, and move through what is now a cave.



The cave opens into a room filled with a pile of garbage and Dwarven bones. Behind the pile is a switch lever, and barrels concealing *cram*, *athelas* leaf, and *miruvor*. Return to the main room and enter the middle passage.



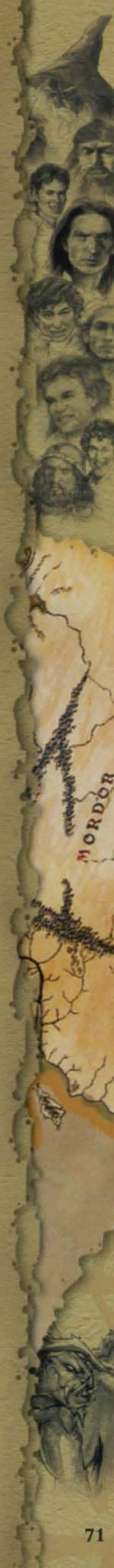
More bats attack as you enter a room filled with deep fissures that contain flaming lava. A floating page from an ancient Dwarf tome is at the front of the room. Collect the page and return to the main room to explore the third and final passage.



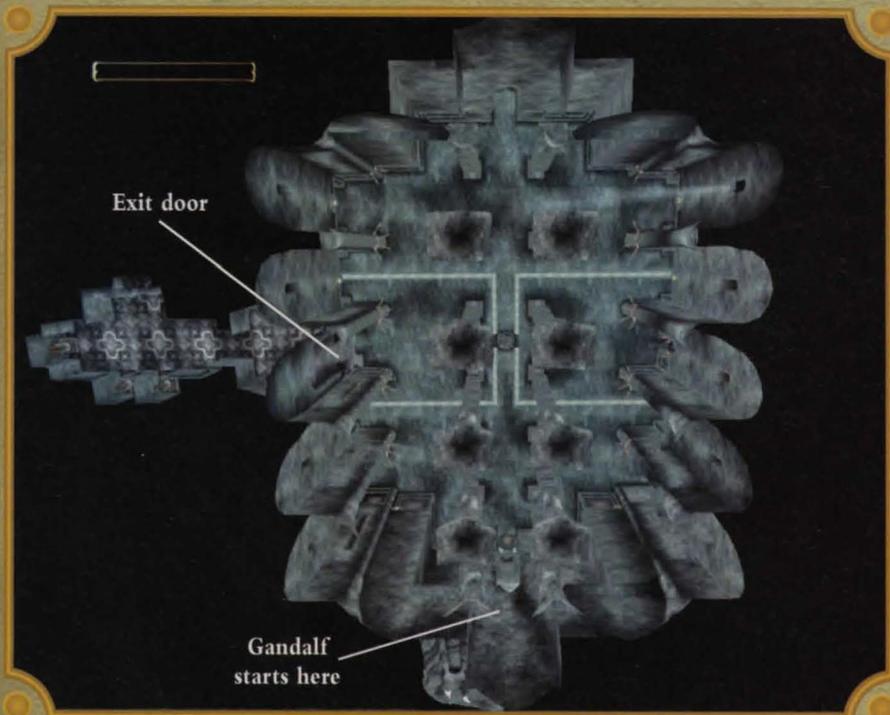
Walk through the third passage to find a broken switch. Use the switch lever you picked up earlier, and pull the lever to open the door. Proceed into another cave and walk up a steep rock pathway until you catch a glimpse of a mining operation below.



Gandalf announces that they have reached the 20th or 21st Hall, and soon the Mines of Moria will be behind them. For now, the group rests by the campfire, but danger waits in the form of Durin's Bane, a dark creature that roams the caves.



## The 21st Hall



### Light Puzzle

The following text and pictures describe the solution to the 21st Hall puzzle. If you want to solve it yourself, skip this section.



From the campfire, turn and enter the massive 21st Hall. Shoot the source of the light beam (its location is revealed in the opening movie). Note the switches at the bases of two statues as you move ahead; you come back to them later. Move down the center of

hall to the statue and pick up the mirror. Note the colored plates at the ends of two grooved pathways on either side of the statue. You will return here to solve the puzzle.



Stand in front of the light beam tower. Shoot the beam to alter the light path; the beam now originates from a statue across from the light tower.

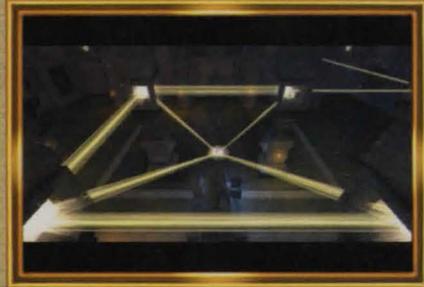


Pull the switch at the base of the statue, but be careful of Orcs streaming out of the triangular door at the original tower's ground level. The light beam changes direction. Follow the grooved pathway to the building and pull the statue until you reach the pressure plate at the end of the pathway. Orc guards attack as you approach the building.



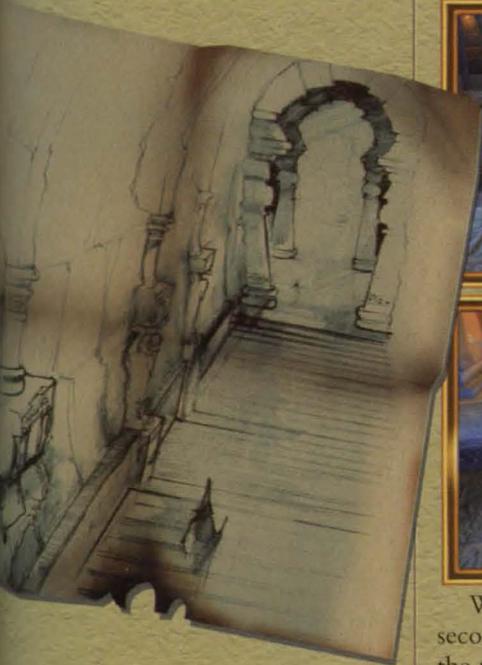


Walk past the statue you just moved, past another pressure plate, until you reach the second switch (it is on the same side of the room as the first one). Pull the switch, go to the end of the grooved pathway, and pull the second statue to the end of the path. Don't put it on the pressure plate yet. Two Orc guards attack as you approach the statue.

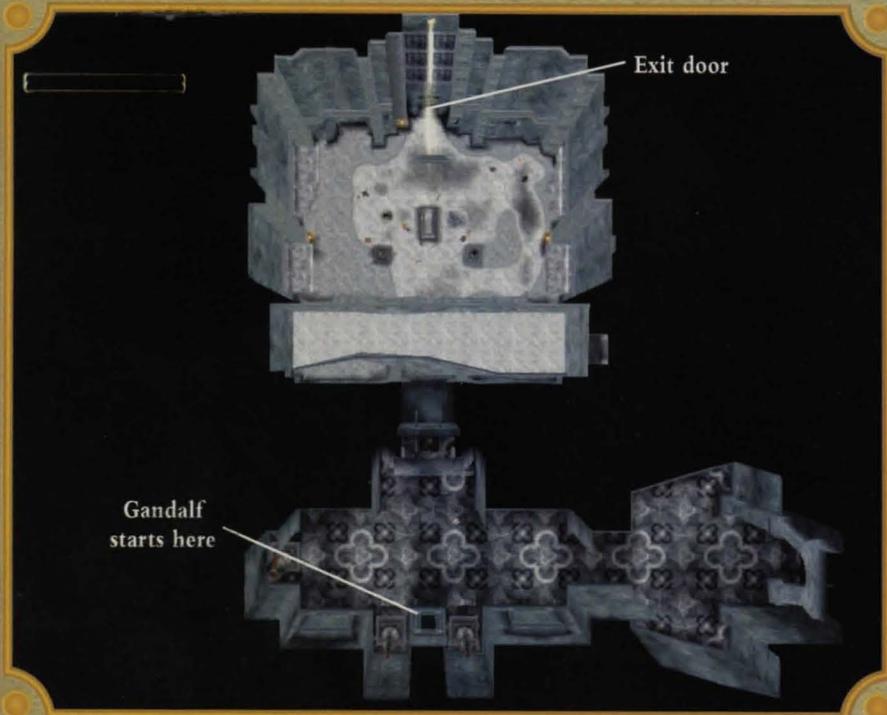


Walk to the column across from the second switch and pull the switch. Kill the two Orcs at the end of the path, and pull the statue onto the pressure plate. Return to the second statue and pull it onto the pressure plate.

Pull the fourth switch (it is the only column near an empty grooved pathway). Drag the statue onto the pressure plate after you deal with the two remaining Orc guards. Pick up the *lembas*. When the last statue is in place, the light beams adjust to complete the puzzle, and reveal a new path.



# Balin's Tomb



Replenish Gandalf's health and spirit, then proceed through the door opened by the light beams. Walk to the end of the hall and pull the switch to open the door. Pick up the *miruvor* and *cram*, and walk to the bench in the room's center. Press **X** to read the Book of Mazarbul. As Gandalf recounts the sad history of the Dwarf king and warns the Fellowship to move on, several doors open, and the room fills with Orcs. Then a giant cave troll fills the room!

Concentrate on the cave troll, but save energy for the axe-wielding Uruk-hai, the most powerful of Orcs. The other members of the Fellowship join the battle, but don't take long, or they will fall, and your quest will end. When the Uruk-hai falls, pick up the runic key, a special key that opens Dwarf locks.

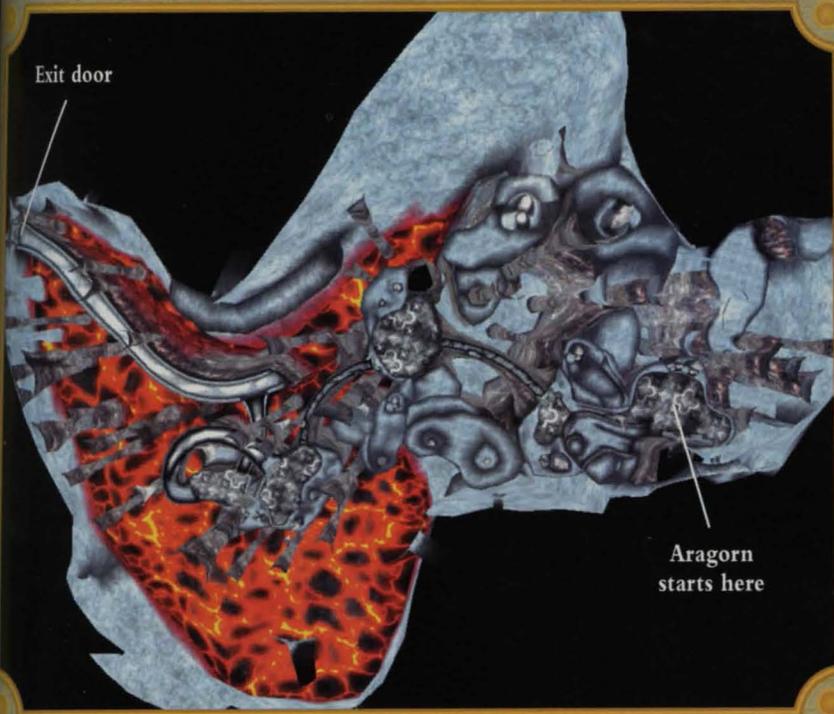


**Secret Pages of the Book of Mazarbul:** There are three missing pages scattered in Moria. For each page you find, an additional line of descriptive text is added to Gandalf's reading (described above). Find the pages in the Arch-Room (lower level near the elevator), in 3 Passages (in the fire chamber), and in 21st Hall (in one of the rooms opened by the light beams).

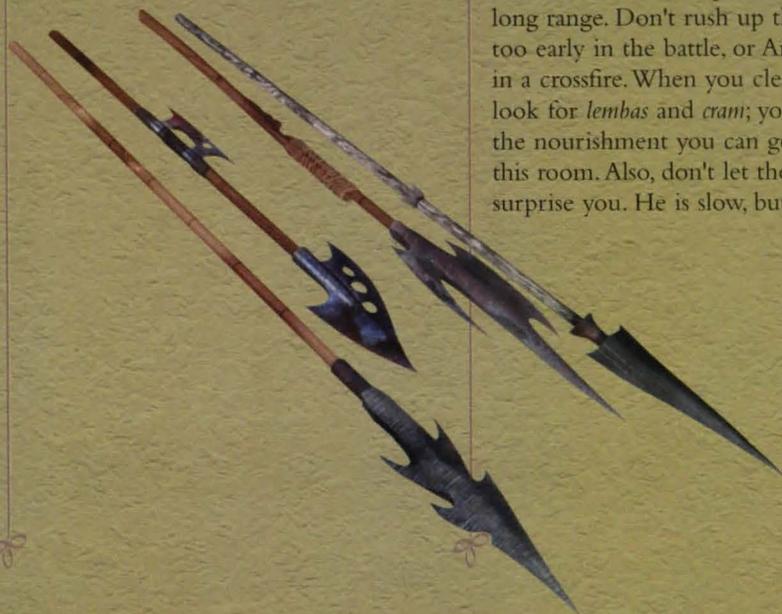




## Network of Stairs



Open the door at the corridor's end to retrieve Durin's Axe, which Gimli accepts. Use the runic key to open the door and leave Balin's Tomb. Escape is not easy. Control switches to Aragorn, who must battle an Orc onslaught designed to keep the Fellowship in the tomb forever. Kill the Orcs as they arrive, and collect *lembas*. Between fights, smash the barrels and boxes to retrieve *cram*, then turn your bow on the elevated Orc archer.



The archers are the most formidable foes. Take cover, and pick them off from long range. Don't rush up the ramps too early in the battle, or Aragorn dies in a crossfire. When you clear an area, look for *lembas* and *cram*; you need all the nourishment you can get to survive this room. Also, don't let the troll surprise you. He is slow, but powerful.





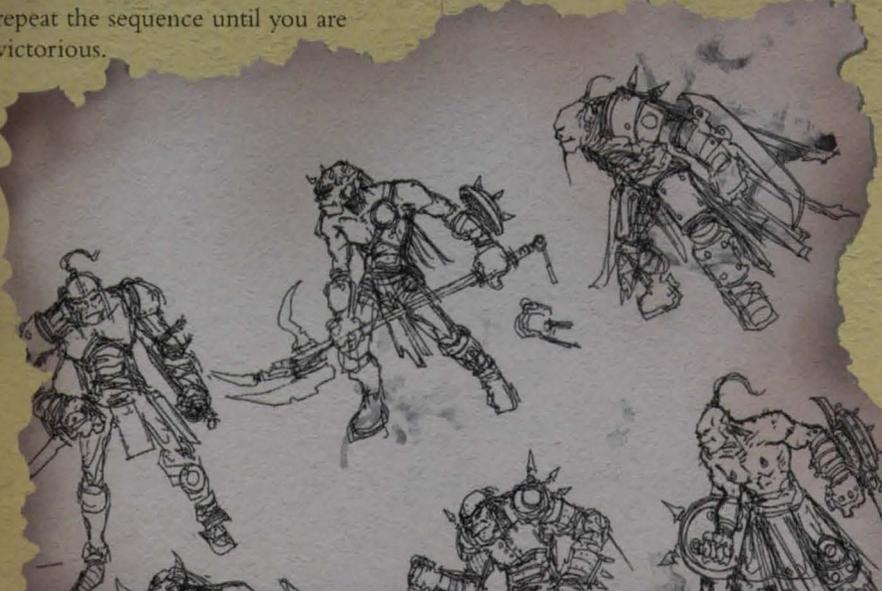
The Uruk-hai are as tough as the archers. Don't take one on if a regular Orc guard is also in the fight. Concentrate your energy on killing the Uruk-hai. If Aragorn's Health Bar is low, run up one of the ramps and entice the enemy to follow you. Then, leap onto the platform formerly occupied by an archer, and rain arrows down on the Uruk-hai until it falls. If forced into a sword fight, back up onto the ramp, block the initial flurry of blows, then counter with three strikes. Retreat, and repeat the sequence until you are victorious.



When the area is clear of Orcs and Uruk-hai, walk to the mining car and strike the control to send the car careening down the track, where it gets stuck at a lower level.



Proceed down the long stairway to the next level. Orcs pour out of a doorway to the right, so destroy it immediately. Stay on the stairs and fire away if your supply of arrows is sufficient. If the Orcs chase you, retreat up the stairs until they stop, then resume your firing. Aragorn's health is likely to be depleted, so destroy the barrels to find a beryl stone and some mushrooms. Continue down the stairway, where more Orcs roam the platform. After clearing the Orcs, look for more arrows in the barrels and boxes below.





## TIP

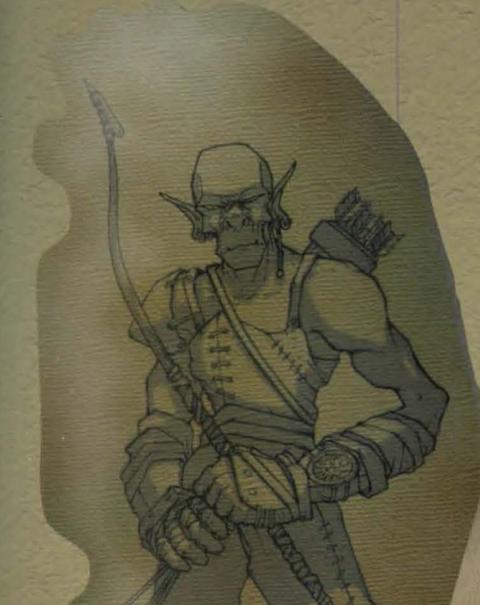
Aragorn automatically targets enemies at close range, so there is no need to use the crosshairs when the Orcs get up close on the stairs. Just keep firing!



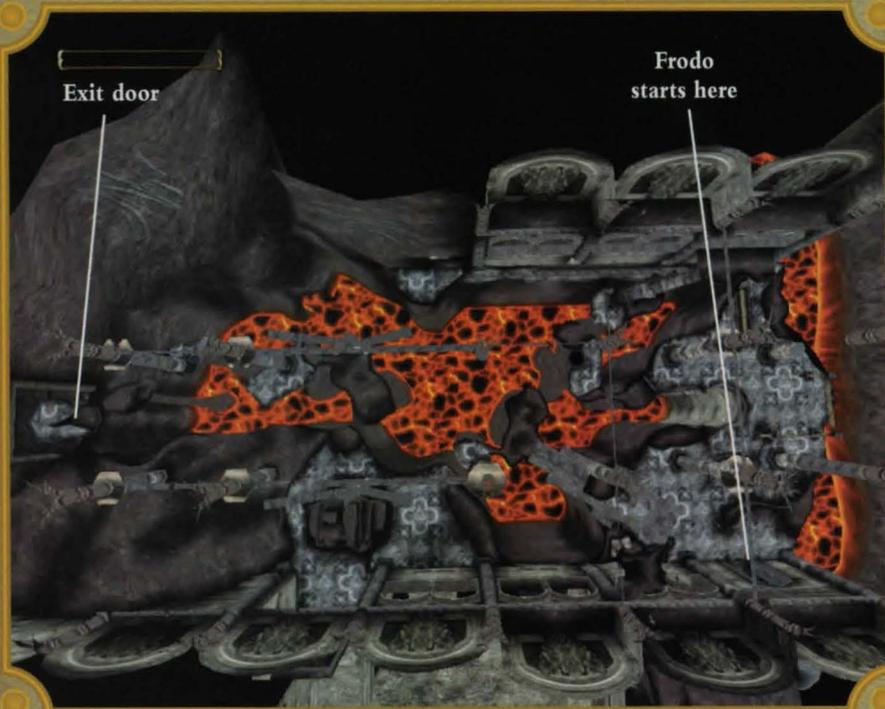
Another stairway takes you down to the third level—and more Orcs. Target a few of the Orcs from the stairs, then move onto the platform. There are no wooden crates here, so be more aggressive. Smash the wooden crate to reveal a loaf of bread. Other barrels contain mushrooms and wooden arrows. Before walking to the next level, fire an arrow at the white light above the mining car to send it on its way.

Go through the archway and follow the ramp down to the next level, carving up the Orcs as you go. When you reach the platform, collect the wooden arrows and mushrooms. After clearing the area, walk to the edge and target two Orc archers below. If you don't kill them here, they rain arrows on Aragorn when he reaches the bottom of the next ramp.

Kill the Orc guards, then turn left and walk down the ramp toward the large door. Open it with a little manipulation of the mining car. Walk a few feet up the ramp until you see a switch on the track, near a metal tower. Shoot an arrow to trip the switch. Go up the ramp until you can target another switch on the mining car. Fire another arrow and set the wheels in motion. Move down the ramp and fire at the switch that is holding up the mining car. The car takes off, flies off the end of the track, and crashes through the locked door. Go through the door to exit the level. Take control of Frodo in the 2nd Hall.



## The 2nd Hall



Pull the lever to raise the door so Frodo can enter the 2nd Hall. Smash the crates on the left to find mushrooms, then continue to the switch. Pull the lever to lower a massive stone bridge into place. You'll return later, but for now, it's time to fight.

Despite his Sting, Frodo has a shorter reach than Aragorn, so move close to your attacker to land lethal blows. Frodo can block the most powerful strike, so be patient—block, then strike to defeat the Orcs.

### CAUTION

*Don't fall off as you wander about the platform. Frodo hangs on the edge most of the time, but can easily slip into the flames.*

A pressure plate on the platform holds the key to Frodo's escape. Find heavy rock to place on the pressure plate. Walk to the jagged edge of rock and leap across to the next section. The next jump is trickier. Step back, run, and leap across the break. Walk up the ramp and get ready for a battle when Frodo reaches the top.



# Moria

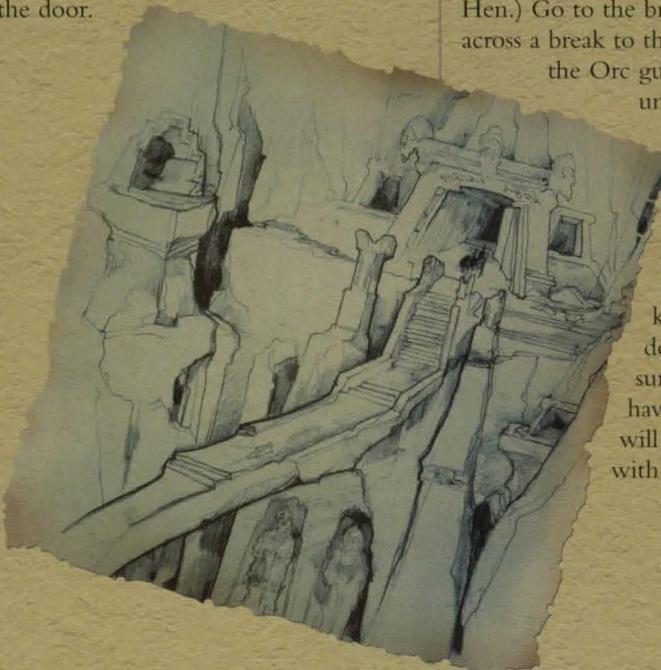


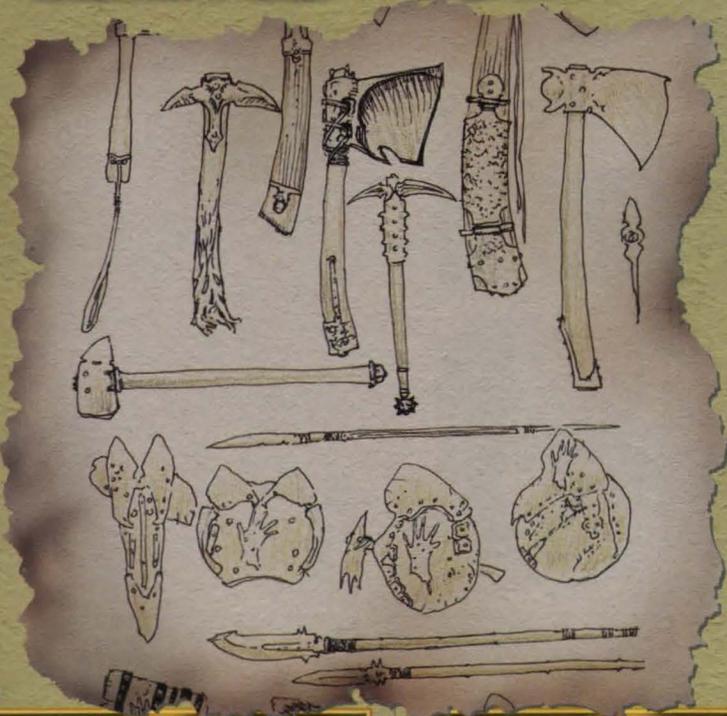
Walk down the ramp. If you need health power-ups, jump to the adjacent ledge and go left to find *miruvor*. Climb to the next ledge to gather *cram* and mushrooms. Walk to the right to find a loaf of *cram*. When you are through foraging, hop from ledge to ledge back to the original platform. Push the rock onto the pressure plate, which raises the door.

Walk across the bridge you just lowered. If you found Durin's Axe, there is an additional battle here, as you join Gimli against the Orcs. After the battle locate the Númenorean Sword, which is automatically given to Boromir. (Later in the game, in River Anduin, Boromir helps Frodo by killing some Orcs during Frodo's climb up Amon Hen.) Go to the bridge's end and hop across a break to the other side. Defeat the Orc guard and continue until you trigger an Orc attack.

Depending on your Health Bar and inventory, you may want to invoke the Ring here. If not, keep moving, and don't let the Orcs surround Frodo. If you have the resources, you will win the battle with time.

When you reach the top of the ramp, soften up the guard with a few rocks or pieces of Dwarf-shot, then pull Frodo's sword. Use the Hobbit's speed and agility to strike, then run around behind the guard. Now, walk up behind the large rock and push it over the edge.





Climb around the pile of rocks to collect mushrooms and Dwarf-shot. Go behind the rock pile (on the side away from the building) and hop across another crevice to reach an eroded column. Climb to the column's top.

If you need health, walk across the beam, pick up the mushrooms, and return to the first column. Walk to the other side, jump up to the overhead beam, shimmy to the next column, and climb down.

The exit door is in sight! Hop across one more chasm where a giant Uruk-hai waits. Defeat this monster by bringing Frodo close to his foe. Swing Sting with ferocity. Every blow landed exacts a toll, even against this mighty opponent. When the Uruk-hai falls, pick up the runic key in the corner and use it to open the door—the Bridge of Khazad-dûm at last!

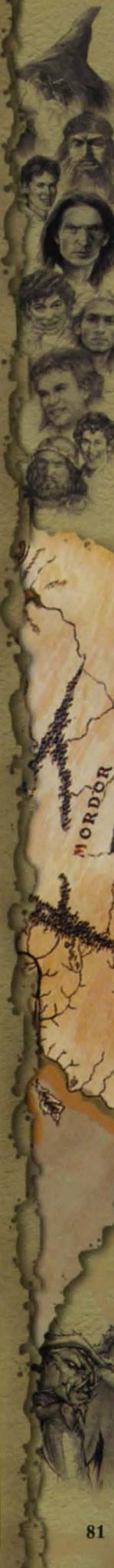




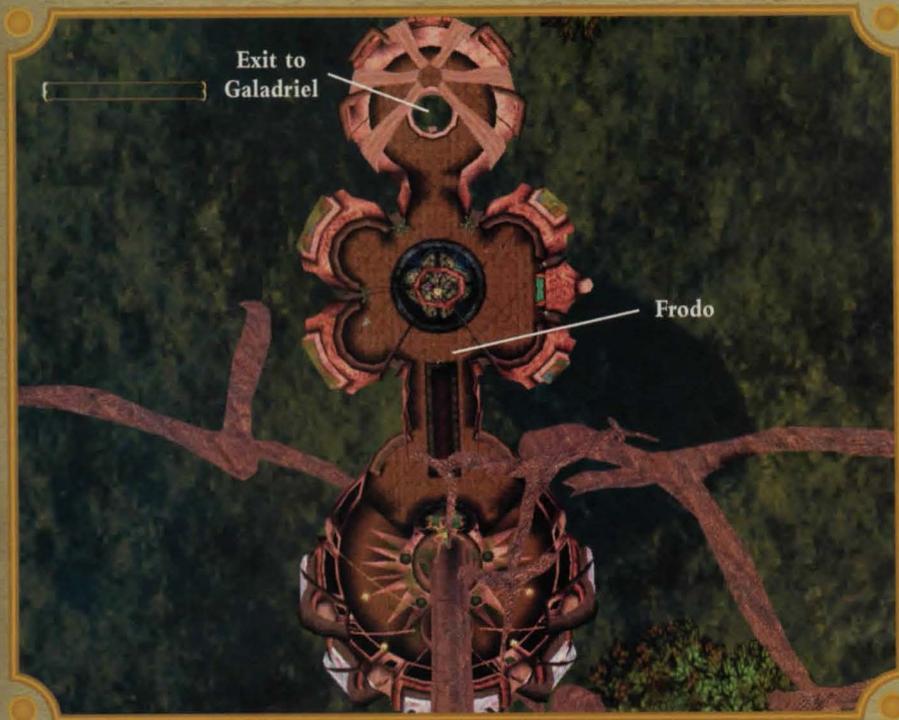
**Ring Secret:** While in the exit chamber's 2nd Hall, activate the Ring to reveal a secret entrance to a lower level behind a floor grate. A dark path on the floor (visible without the Ring) leads to the secret entrance.



Frodo can finally rest, but Gandalf must face the Balrog. As the Balrog approaches, select one of Gandalf's strongest spells: Chain Lightning, Staff Slam, or Beam of Light—anything but Fiery Blast; because the Balrog is made of fire, he would only grow stronger! Despite your efforts, Gandalf sacrifices himself to save the Fellowship, as his final Chain Lightning strike destroys the ground on which the Balrog stands. The monster falls into the abyss and, with one last swipe, pulls Gandalf down, too. The Fellowship is shattered, but despite the group's sadness, the quest must endure. Frodo and his companions leave the darkness of Moria behind and continue their journey to the Elven haven of Lothlórien.



# Lothlórien



Before leaving the Elven chamber, open the chests to collect Elven-shot and a Silverlode water vial, which increases the user's health capacity by percent. Leave the chamber to visit the Mirror of Galadriel.



Filled with sorrow over the loss of Gandalf, the Fellowship makes its way to Lothlórien. Received by Lady Galadriel, Frodo tells the story of Gandalf's bravery and sacrifice. The Elves are saddened, but Lady Galadriel reminds Frodo and his companions of their responsibility to the Free Peoples of Middle-earth.



# Lothlórien



But Galadriel's resolve is strong, and Frodo reaffirms his commitment. The Fellowship leaves for Mordor by way of the River Anduin.



Frodo and Sam gaze into the mirror. Sam is disheartened by what is happening in the Shire, while Frodo glimpses the growing power of Sauron. Both are tempted to give up the quest, but Galadriel reminds them of a greater danger.

Frodo has doubts, but his destiny is sealed when he sees the power of the Ring reach out and entice the benevolent Galadriel to join its circle of evil.



# ANDUIN

## Orc Dam

Journey towards  
Mount Doom

- Travel through Moria
- Travel down River Anduin

Follow the River  
Anduin Toward Mordor

- Pass the Orc Dam
- Reach the island's summit
- Rescue Sam
- Defeat the Nazgûl and his Fell Beast



After an uncomfortable confrontation between Frodo and Boromir, you take control of Aragorn as the Fellowship rests by the campfire at the riverbank. Walk along the shore toward the Orc encampment ahead. Stay to the right and hide briefly behind the tree. Kill the Orc guard that responds.



Continue along the beach and kill the next Orc to collect *lembas*. Watch for an Orc entrance in the rocks to the left. Use arrows to destroy it from long range. This reduces the Orcs' numbers. Move toward the destroyed entrance and target the Uruk-hai with your bow. It responds with axes, but you can kill it from here. Another easily vanquished Orc guard approaches. Collect the *lembas* when he dies.



Continue moving along the beach. As you approach cautiously, the Orcs attack one at a time, at least in the beginning. Most of them leave *cram* or *lembas*, so stockpile power-ups for the battle ahead. As you approach the entrance to the Orc Dam, the resistance intensifies. One of the Orcs carries a lever that Aragorn needs to open the gate, so you must kill them all.



## Amon Hen



Use the beach to your advantage. Fighting toe-to-toe with two or three Uruk-hai is a bad idea. Fight, run, replenish Aragorn's health, then resume the battle. Use items on the beach for cover, then circle around to attack the Uruk-hai from behind. Fire arrows from an elevated dune; the Orcs hesitate to climb up after you. Destroy all active Orc entrances (they have a green circle in front of them).



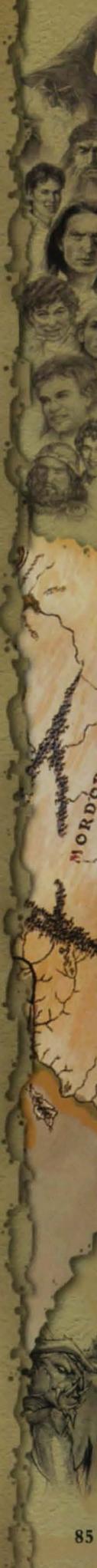
The last Uruk-hai standing is the one with the lever. Your final battle is tough. Move in a circular path around the Uruk-hai, striking, then backing off. Your health is low at this point, so don't trade blows. When the last Orc dies, arm Aragorn with fire arrows. Use them to shoot Gollum in the opening moments of the next level. Now, pick up the switch lever and open the gate.



**When Gollum appears in the opening cutscene, note the green circle under the creature. This indicates that he is a long-range target. You have a few seconds to fire a shot, so be ready with fire arrows when the cutscene ends.**



As Aragorn passes through the gate, he hears Gollum, hissing and talking in riddles. Look for Gollum crouching ahead. Quickly, target the creature and shoot it with fire arrows. If you connect, Gollum gives you Elven arrows instead of a fish (which you



receive if you hurt Gollum with any other weapon). Elven arrows are the only ranged weapon that can deal damage to the Ringwraith. If Gollum escapes unharmed, you must deal with two Uruk-hai and a regular Orc guard.



This is not an easy fight; so find safety in the reeds. Climb up on the dune and fire arrows at an Orc until it dies. Then, climb down and take on the remaining enemies.

## Anduin: Frodo



Aragorn reunites with the Fellowship on the beach, but this is not a friendly gathering around the campfire. Suddenly, a Winged Nazgûl swoops down and snatches Sam. You resume control of Frodo. Advance down the beach, using the ruins and rocks for cover. Defeat the Uruk-hai and pick up the Elven-shot.



**Ring Secret:** Walk to the end of the beach (the water is on your left), and activate the Ring to reveal a secret opening in the wall of the cliff, behind three boulders.



# ANDUIN



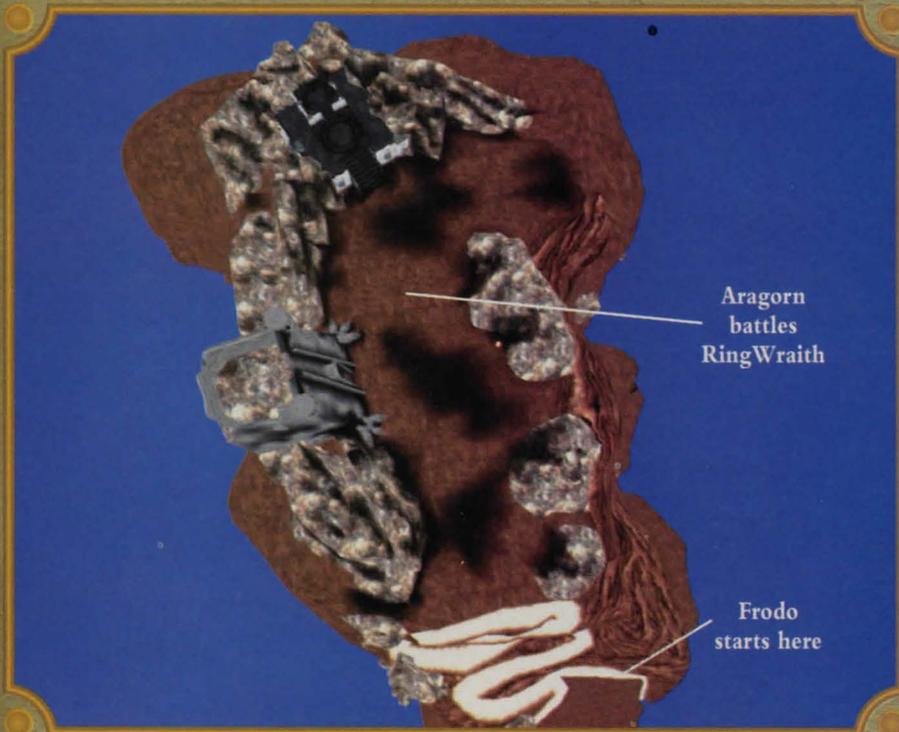
Continue along the beach to a path on the left that leads to an elevated platform. Walk to the platform's end, grab the dark rock, and climb to a narrow shelf that stretches along the rock face. Pick up the mushrooms, jump to the sand, then grab the fire arrows.

After a few more steps, Frodo takes fire from an Orc archer above. Stay close to the rocks on the right and climb up the ledges. Watch for another archer behind the rocks above. Climb to the next level, take cover behind the boulder, and fire rocks at the archer until you kill him.

Collect the Dwarf-shot left behind by the archer and the *cram* near the rocks. Go in the other direction, leaping from the ledge to the sand shelf below. An Uruk-hai lurks ahead. If you stay hidden and heave rocks, you either kill it or force it to drop to the lower shelf.



# Anduin Summit



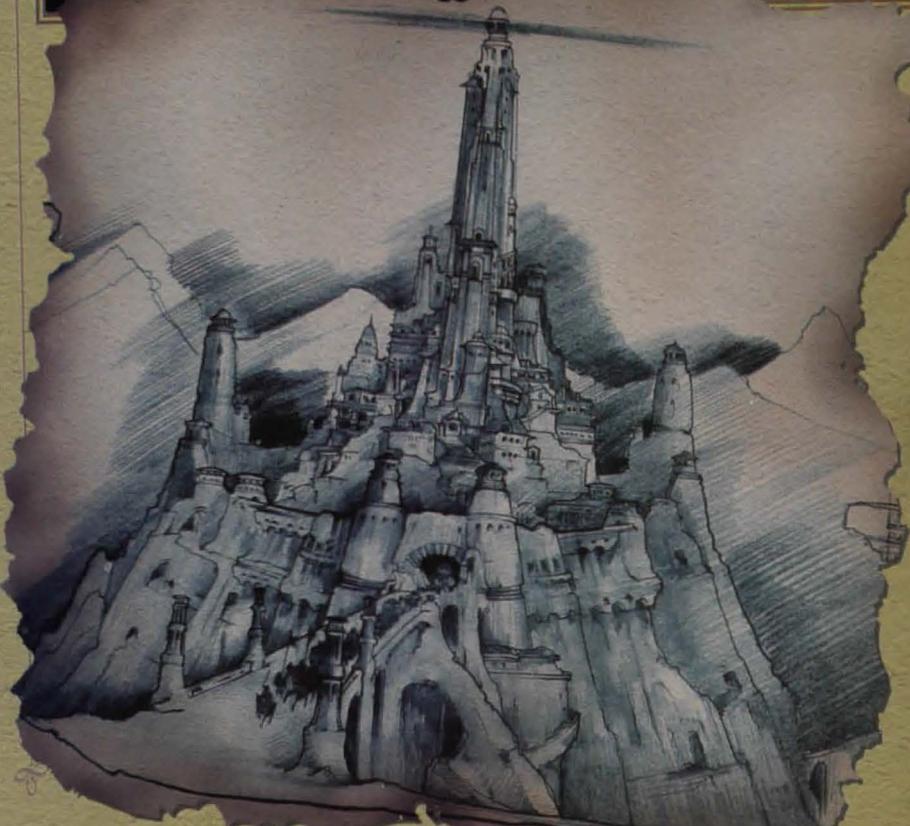
Continue up the side of the mountain. Periodically, you glimpse Aragorn in battle and the Winged Nazgûl flying overhead. Follow the switchbacks to Boromir and join him in battle. Continue up the mountain until you find Sam, who is alone and unharmed. Aragorn warns that the Nazgûl will return, and tells the others to take the Ring-bearer to safety.

As the Nazgûl lands, you take control of Aragorn. The Fell Beast attacks with fire, razor-sharp teeth, and a powerful tail that lashes out in all directions. Keep moving to avoid the fireballs, then charge in and strike the beast from close range. Eventually, the beast weakens and the Ringwraith dismounts to fight Aragorn.





The Ringwraith attacks with a mighty sword and ghastly breath that engulfs Aragorn when he steps back. Be aggressive and stay on top of the Ringwraith, pummeling it with sword strikes from every angle. Soon, the Ringwraith abandons the fight and leaps atop the Nazgûl. As the creature becomes airborne, Legolas fires a single arrow that kills it, sending the Ringwraith tumbling to the ground. The Ring-bearer is safe, and the Fellowship is now much closer to Mordor. For now, Frodo can rest, but his adventure is just beginning!



# Shire

## Introduction to the PlayStation®2 Walkthrough

Beginning with the Shire, the following chapters include walkthroughs for every level in the game. As you advance through the levels, you'll receive notification when the Quest Log is updated with a new objective or when you have completed an objective. Press **[SELECT]** at any time to view the Quest Log. For easy reference, we include a complete Quest Log at the beginning of each section.

### Hobbiton

#### Quest Log

- Find the Bag End deed
- Sell Bag End to Lobelia Sackville-Baggins in Bywater
- Get the key to Bag End
- Find the missing metal pin and return it to Ted
- Throw a rock at Hal's weathervane
- Return to Farmer Hal
- Ring the warning bell
- Find four Healing Herbs in Green Hill Country for Old Noakes
- Return Healing Herbs to Old Noakes in Bywater
- Get the One Ring from Bag End
- Take the Bag End key to Gaffer Gamgee at number 3 Bagshot Row
- Take the One Ring to Rivendell
- Meet Merry, Pippin, and Sam at Farmer Maggot's Farm
- Avoid being detected by the Black Riders

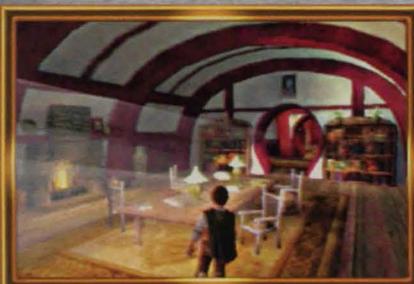
#### Bag End



The story begins in Bag End, the home of Frodo Baggins. Before Frodo walks through Hobbiton, you must locate the deed to Bag End so you can sell the property to Lobelia Sackville-Baggins. You begin in the living room of Bag End. Walk into the hallway and turn left into the bedroom. The chest to the right of the bed contains the Ring, but Frodo is not ready to take it yet.



Return to the hallway and turn left, then take the first right into another bedroom. Approach the chest to retrieve the Bag End deed stored inside.



# Shire



Return to the hallway and turn left, then left again. Pass through the hallway to a large room. There is a glowing object on the chest. Approach it to collect the Bag End key. Exit Bag End. You are ready to travel to Bywater and deliver the deed to Lobelia, but there are a few tasks to complete in Hobbiton before you leave.

## Hobbiton



After emerging from Bag End, you encounter Sam Gamgee in the garden. After chatting about Bag End, Sam tells Frodo that Merry and Pippin are meeting at the Green Dragon in Bywater, and they want Frodo to join them. Turn left, follow the path to the



break in the fence, and walk to the treehouse down the road. Climb the ladder to the first level, jump across to the next platform, and climb to the top level. Collect the mushroom and climb down.



Continue down the path to the left, pausing to hop the wall and retrieve the mushroom near the tree and another farther ahead on the path. You encounter Sancho Proudfoot, one of the local ruffians, who brags about taking a stick from Ted Sandyman. His thievery caused the mill to shut down. This sounds like a job for Frodo.

Continue on the path until you encounter Ted Sandyman, who recounts his sad tale.

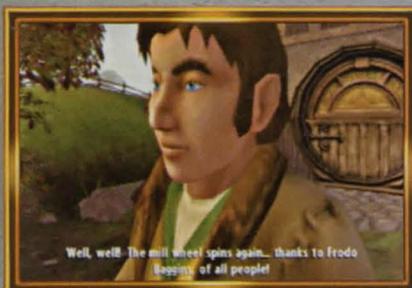


Sancho Proudfoot stole the missing pin, and now you must find it to restore the mill to working order. Grab the mushroom in the pasture near the horses, and go back the way you came, turning left at the first archway. Turn left again through the next archway and greet Hal, who is near the chicken coop. Hal complains that Sancho Proudfoot threw a stick at his weathervane, and now it won't move.

## Bywater



Hal directs you to the ladder. Climb to the ledge and target the weathervane on the silo across the farmyard. Aim high to allow for the distance. Launch your rock. When the weathervane spins free, climb down and return to Hal. He thanks Frodo for his kindness and rewards him. Frodo accepts the metal pin that was jamming the weathervane.



Return to the mill and approach Ted Sandyman. Ted is ecstatic to see his mill working, although he is surprised that Frodo fixed it.



Leave the mill and walk over the bridge, which places Frodo on the road to Bywater. Collect a mushroom along the way (on the left side of the path) and continue through the archway into town. After a pleasant exchange with Angelica, pick up the two mushrooms near Noakes's cottage, walk through the square to the other side of town, and look for Lobelia, who is in front of her house. Frodo is anxious to proceed with Bag End's sale, but Lobelia rants about wolves in the Shire. She demands that Frodo ring the bell to summon the Shirriff, Robin. Walk to the town square, activate Frodo's aiming crosshairs, and fire a rock at the bell. Robin is less than amused at Lobelia's paranoia, and after a short chat, he marches off to the Green Dragon to return a mug.





## Green Hill Country



Now Frodo can complete Bag End's sale. Frodo informs Lobelia he must return to Bag End to gather his belongings, and that he will leave the property with Hamfast Gamgee. Lobelia rants about Frodo's poor choice of friends, but the sale is complete; move on.



With Lobelia out of his hair, Frodo can meet Merry and Pippin at the Green Dragon, which is across the square from Lobelia's house. Stop on the patio for a chat with Daddy Twofoot, who warns Frodo of strange happenings in and around the Shire. Enter the building and bid hello and good-bye to the Shirriff and Rosie (who is sweet on Frodo) behind the bar. Merry and Pippin are near the fireplace at the back of the room. They have designs on Farmer Maggot's mushrooms, and they want Frodo to join them.



Although Frodo needs to bring the Bag End key to Hamfast Gamgee in Hobbiton, there is still a good deed to be done in Bywater. Walk through town and continue under the archway toward Green Hill Country. Along the way, you see Old Noakes sitting on a bench. He tells Frodo about Sancho Proudfoot stealing his healing herbs and spreading them around the countryside. Frodo's sense of fair play takes over and he agrees to help Noakes recover his herbs.



Continue on the path through Green Hill Country. After passing the first bridge, look to the left near the pond to find the first bunch of herbs. Continue across the second bridge and take a side trip up a small ravine on the right to collect some mushrooms. You'll find the second of Noakes' herbs inside the hollowed out log to the right of the path. Walk into the log to retrieve them, and then check the grass to the right for more mushrooms. Cross the second bridge and continue until you reach Maggot's Farm.



Collect the mushrooms on the left, and then walk slowly down the path between the two pastures. You'll see a bunch of herbs at the end of the pasture on the left, and another in the field on the right. Unfortunately, Maggot's dogs are on guard, and retrieving them will not be easy.



The only way to enter the left-hand field is through the broken section of fence. Make sure the dog isn't looking your way, and then jump over the fence. Use the tall crops for cover as you work your way to the stack of wooden boxes. Stand on the left side of the boxes and throw a couple rocks behind you to distract the dog. When the coast is clear, run to the left of the shed to collect the mushrooms.



From your position next to the shed, you can see the third bunch of herbs near the fence. Check on the dog's location and throw a few more rocks if you need to redirect the animal away from Frodo. Collect the herbs and then carefully work your way back to the broken fence, throwing rocks to entice the dog to move away.



One more to go. Move to the other field and use the same strategy to distract the dog. You can slip between the bales as you work your way to the herbs on the other side of the field. Slip back through the opening in the fence, and hurry back to Bywater to deliver the herbs to Noakes.

## Evening in Hobbiton



After helping out Noakes, return to Bag End, retrieve the Ring, and leave the Bag End key with Hamfast Gamgee. Go to Hobbiton and collect the Ring from the chest in the bedroom (the Ring drops when the chest opens).



By the time you leave Bag End, night has fallen in Hobbiton. As you walk to the Gamgees', a rider approaches. Frodo waits at a safe distance as the Black Rider asks Hamfast Gamgee about Frodo's whereabouts. When the horse gallops away, Frodo talks to the Gaffer, who gives him the key to Bag End, and learns that Sam, Merry, and Pippin are waiting for him at Maggot's Farm. Frodo's work in Hobbiton is complete, but it is going to be a challenge getting to the Bywater bridge without the Black Riders seeing him.

# Shire



## Back to Bywater



Wait until the rider passes, run across the road, and climb the hill to the left of the house. From this high vantage point, you can watch the three Black Riders without them seeing you. Throw rocks toward the house at the bottom of the hill to attract the riders' attention. When they look away, run down the hill to Hal's farm, where you can hide behind the buildings.



When it is clear, creep along the water, pausing at the tree if a rider is near. Continue along the water to the tree adjacent to the bridge. Check the path for Black Riders, jump over the wall, and hightail it across the bridge to Bywater.

### NOTE

Although Frodo is in the open, the Black Riders cannot see him when he is elevated.



As you walk through the Bywater gate, you see a wolf moving toward the Shirriff. Using Frodo's stick, attack and kill the wolf to save Robin. Continue to Maggot's Farm by way of Green Hill Country. Walk past the Green Dragon, turn right, and continue through the archway; get ready for trouble. The wolf you killed in Bywater was not hunting alone. A pack waits for Frodo down the road.



Green Hill Country



When the wolves approach, run. Frodo doesn't have a chance fighting four animals, but he can outrun them. Follow the path through Green Hill Country, stopping to collect mushrooms along the way. A Black Rider looms in the distance.



Creep toward the hollowed-out log, pick up the mushrooms on the right, and move through the log until you reach the end (don't go out the other side, or the Black Rider will catch you). Turn around and throw rocks toward the opening of the log. You'll see the Black Rider's shadow as it investigates the noise. Throw rocks down the length of the log until the Black Rider gallops away. With the rider behind you, emerge from the tree and continue safely along the path. There is another mushroom near the river, but be careful—the Black Rider is still in sight.

**NOTE**

**Alternate Path:** Instead of going inside the log, you can stay on the right side and heave rocks over the log. When the Black Rider gallops away, run around the log and continue toward Maggot's Farm.

When you arrive at Maggot's Farm, Merry, Pippin, and Sam are waiting. After a conversation, Farmer Maggot appears. Although he is reputed to be a mean farmer with ferocious dogs, he expresses concern for Frodo's safety and offers to smuggle the group out of Green Hill Country in his wagon. The Black Rider is likely to travel the East Road, so Frodo decides to take a shortcut through the Old Forest.



# Old Forest

## Objectives

- Find Merry
- Find Pippin
- Find Sam
- Find 12 lilies for Goldberry
- Return the 12 lilies to Tom Bombadil

## Tree Labyrinth



Frodo begins his journey through the Old Forest alone, although he hears his friends calling to him from various directions. Walk down the path ahead, gathering mushrooms as you go, until a giant tree blocks your path. Run to the gate, turn around, and retrace your steps. This time, the obstacle is gone! As Frodo says, this forest has a mind of its own.





Continue along the path toward two mushrooms sparkling on the right, but look ahead for a giant spider. Use your stick to subdue the spider, and take the path that splits to the right. As you round the bend, Merry emerges from the left.

## NOTE

Each time you find one of the missing Hobbits, Frodo's Purity level increases.

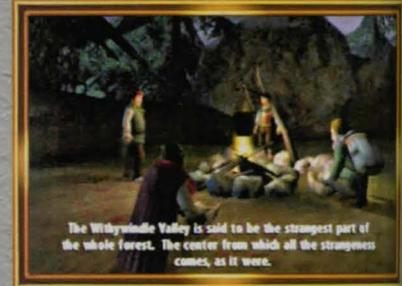
After meeting up with Merry, turn right and follow the path until you find two mushrooms and a hungry spider. Kill the spider and bear to the right again, following the curve until you run into a pair of spiders. With Merry's help and a few mushrooms for strength, you can handle them without a problem.



Pick up the two mushrooms in the alcove to the right (jump up to reach one of them), then continue along the path, staying to the right. You start seeing dead spiders. Use the bodies as markers to know which paths you've explored. Keep circling around (going left at the splits) to find Pippin. One more Hobbit to go!

## TIP

Explore every path and alcove for mushrooms; you need them to get through Withywindle Path.



The Withywindle Valley is said to be the strangest part of the whole forest. The center from which all the strangeness comes, as it were.

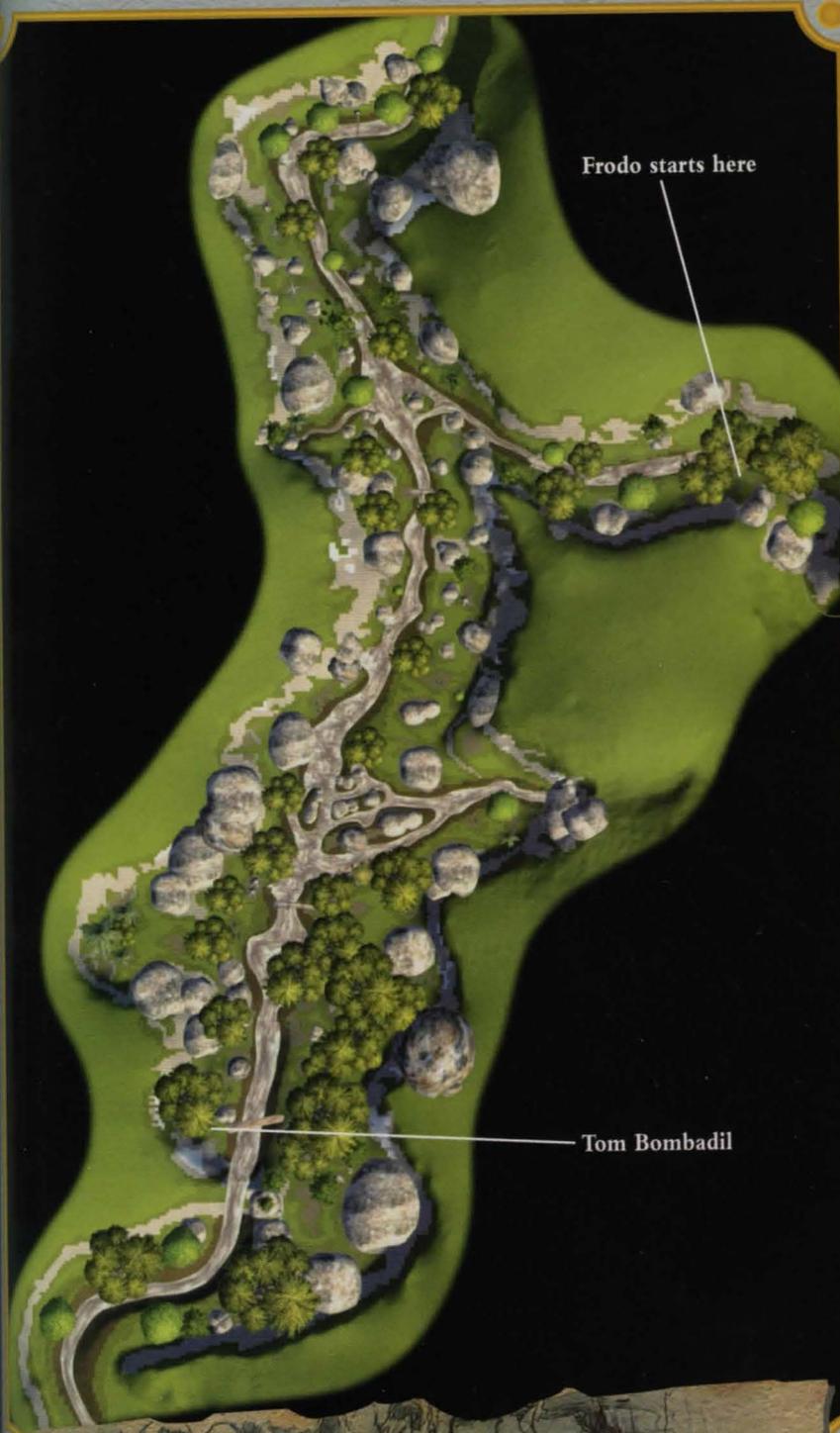
Continue circling around the forest until you reach an unexplored section of path (you'll know it when multiple spiders attack). Gather mushrooms as you follow the path, until you hear Sam cry for help. One more giant spider must be vanquished before Sam emerges from an alcove to the left. Reunited again, the group makes camp before setting out on the Withywindle Path in the morning.



# Old Forest



## Withywindle



Frodo starts here

Tom Bombadil



As you enter Withywindle, the group is near the river. Continue along the left side of the water to a strange willow tree that showers the ground with sparks. As the group watches the tree, Merry and Pippin grow sleepy, fall into a trance, and end up inside the tree's massive trunk. To free Merry and Pippin, attack Old Man Willow's powerful branches as they pound the ground trying to crush Frodo. Run to one side, wait for the tree to strike, then rush in to hit the branch while it is on the ground. Each strike harms the tree, so steer clear of the blows (as the tree weakens, some of its branches break off).

**CAUTION**

*Watch out for the roots that pop out of the ground, spin Frodo around, and slam him down.*





The tree holds tight, but a singing Tom Bombadil arrives on the scene, wondering what all the fuss is about. When he realizes Merry and Pippin's predicament, he sings a magical song that puts Old Man Willow to sleep, releasing the trapped Hobbits. Bombadil insists that they dine at his house when they find 12 lilies for Lady Goldberry. This is added to your Quest Log.

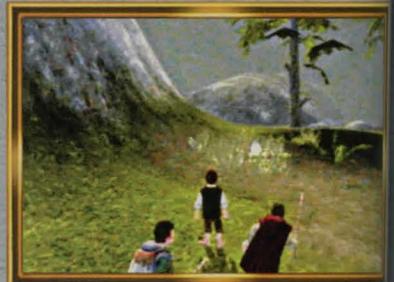


Finding the lilies is a matter of walking every inch of the river, upstream and downstream, while crossing back and forth from one side to the other (in most areas, you can wade through the water). There is no particular order to gathering the lilies, but we begin our search on the left side of the river, traveling upstream. After killing a giant spider, watch for the first two lilies sparkling from within a cluster of reeds.



Continue walking along the left bank to where the river flows out from beneath a large boulder. As you approach the mushroom, giant spiders attack from across the river (watch Frodo's health during this intense battle). Collect the mushroom and cross the river to gather two lilies from the

tall grass. Continue along the left side of the river moving downstream, until you see another lily past the large tree. That makes five; seven more and the Hobbits can feast at Tom Bombadil's.



Stay close to the rock wall and boulders on the left as you continue. After spider attack, look to the alcove on your left for two more lilies. Keep going; you run into more spiders and two more lilies (one close to the rock wall and another ahead and close to the river).



# Old Forest



giant spiders, there is another lily near the rocks. There is no advantage to collecting more than 12, because your excess inventory is removed before the next level.



Walk around a large boulder and wade through the water to collect the lily on the other side. Weave your way through a cluster of rocks to find more mushrooms, and prepare for another onslaught of spiders. Finally, walk across the river to gather the 12th and final lily.

## NOTE



There are more than 12 lilies in Withywindle, so if you strayed from our walkthrough, fear not. If you're still short, two more lilies grow on an island where the river splits, in front of the sleeping Old Man Willow. Work your way along the river (the water is on your right), and follow the stream until it becomes a trickle. When you find

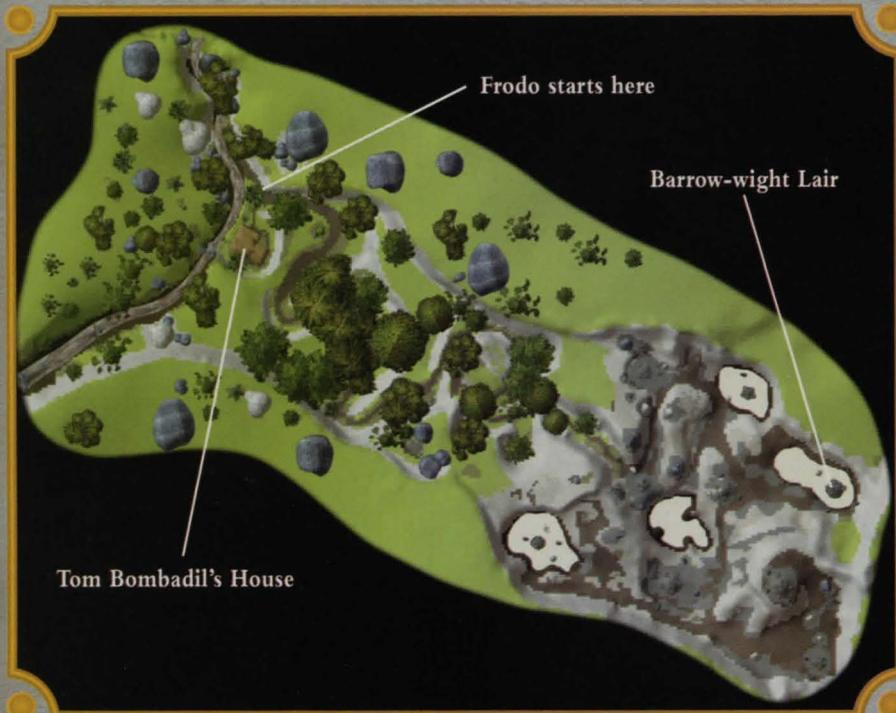
When you are ready to deliver your lilies, walk upriver and look for Tom Bombadil crossing back and forth. He moves quickly, so it may take a few tries to get his attention. But he is thrilled to see Frodo, and even more excited about the lilies. After an evening of food and merriment, Tom Bombadil and Lady Goldberry send the Hobbits on their way, with a reminder to call Tom if they run into a nasty Barrow-wight.



The pasture ends near a cluster of large boulders. Move back a few paces to the log bridge and cross to the other side. Collect the mushrooms against an old tree, and continue your search, moving downstream along the river's left side. Walk around two large boulders and get ready for another spider attack. Collect the 10th lily and some mushrooms ahead.



# Barrow-downs



The tall burial stones signal the beginning of the Barrow-downs, and the Hobbits camp for the night. Early the next morning, Frodo awakens, but Sam, Merry, and Pippin are nowhere to be found. Follow the path as it winds its way up through the Barrow-downs.

## CAUTION

*There are many sheer drops on the Barrow-downs path, so don't run around willy-nilly. A drop from this height will kill Frodo.*



Frodo and his companions leave Tom Bombadil's house for the Barrow-downs. The main path goes off to the right, but if you follow the fence down to the river and come around the other side of the fence, you'll find two mushrooms. Go up the hill, turn left, and proceed toward the Barrow-downs.

As the path climbs toward the downs, the fog becomes thicker, and the howl of a wolf shatters the stillness. Kill the lone animal, and keep climbing, but get ready for more attacks. Collect the mushroom in the grass to the right. Wolves attack as you go up the switchbacks.



# Old Forest



As the path empties into a circular area, several mist creatures rise out of the ground, attacking Frodo. Stay on the path and kill them one at a time. If you advance into the burial ground, they will surround Frodo, a difficult situation to survive. Continue around the rock mound to collect the mushrooms.



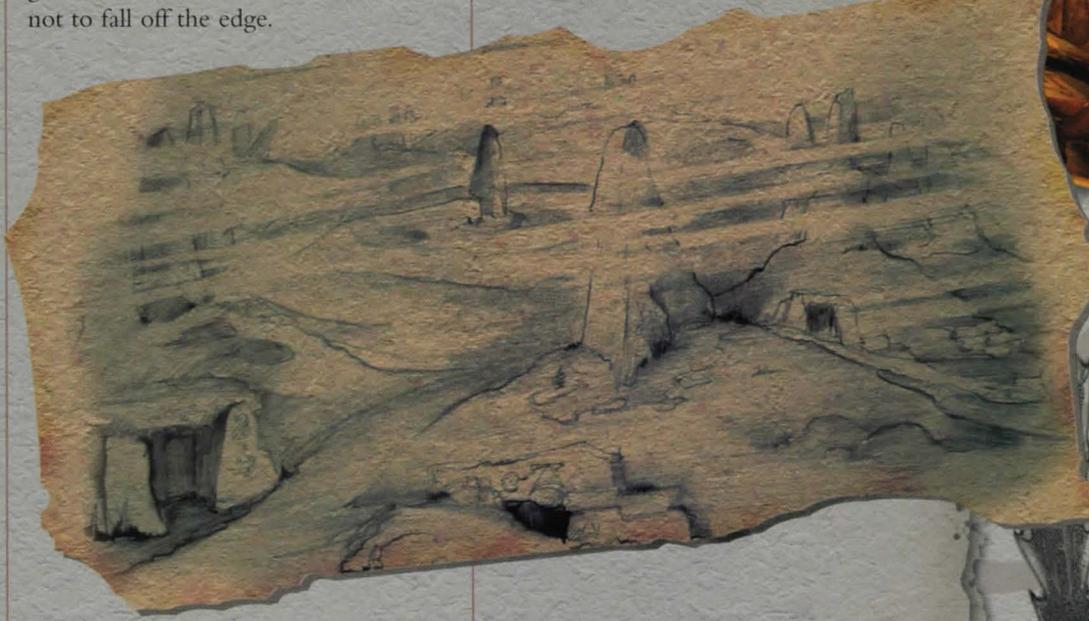
Turn left and go along the shelf. When you reach the two dead trees, three mist creatures pop out of the ground and attack. Avoid their strikes and attack when they are still, but don't let them draw Frodo close to the edge or he will fall to his death. When the area is clear, circle the rock mound and collect the mushrooms.



Continue as the path climbs to the next burial circle. The mist creatures are more aggressive here—they attack Frodo while he is outside the circle. Look for the skeleton and skull on the ground. Collect the mushrooms, but do not to fall off the edge.



More mist creatures attack as Frodo arrives at another circular, fog-shrouded area. There are no power-ups here, but after you dispatch the mist creatures, look to the right to find mushrooms near a dead tree.

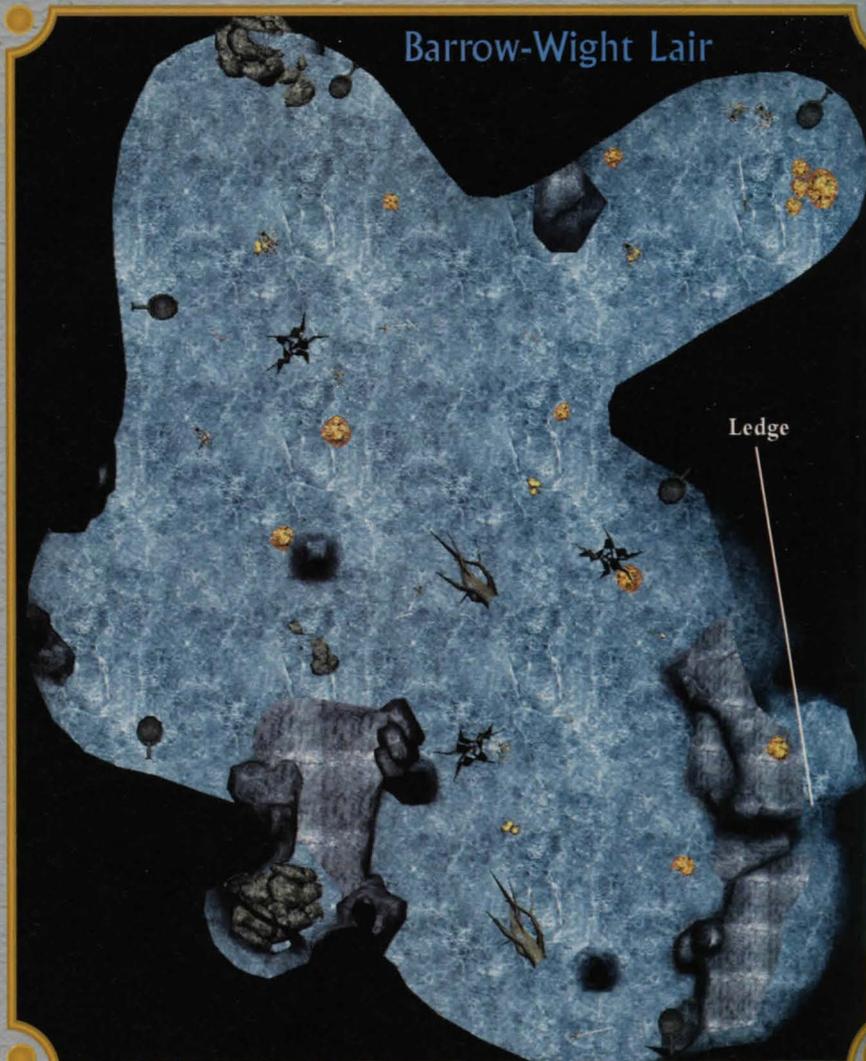




Look for a narrow valley path that stretches upward from two dead trees. Collect the mushroom and continue to the next burial circle. Prepare yourself for a massive attack from several mist creatures. Strike and move as you circle around the area. Avoid being surrounded by the mist creatures, or Frodo's health will drop from repeated blows.



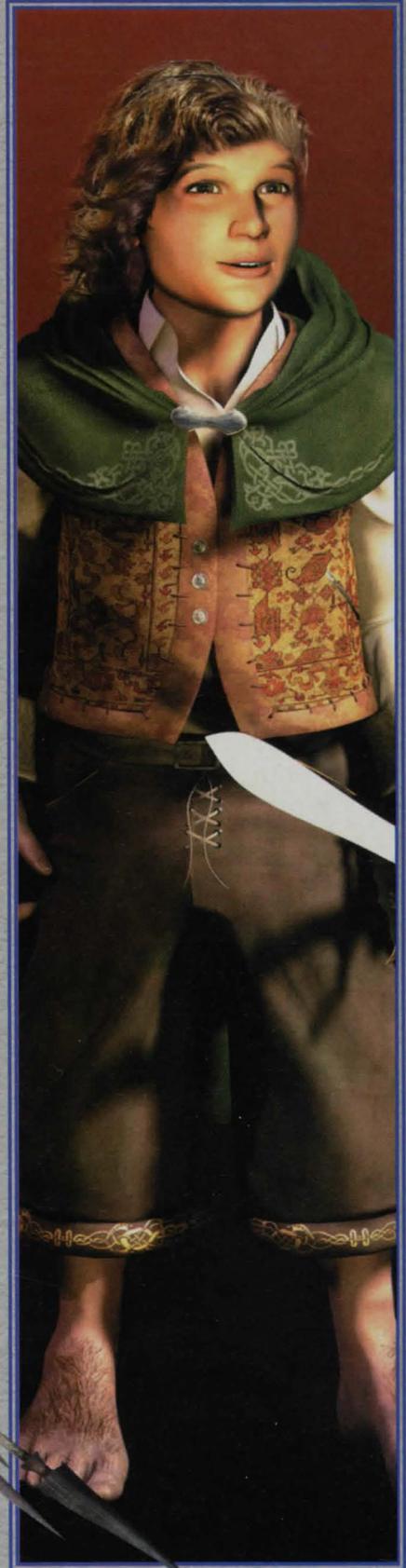
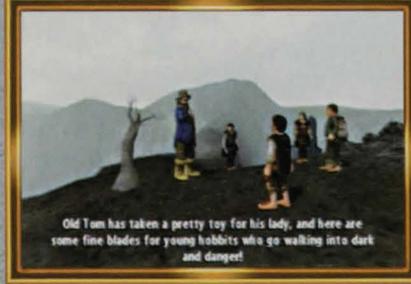
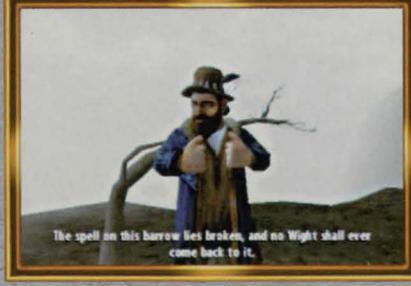
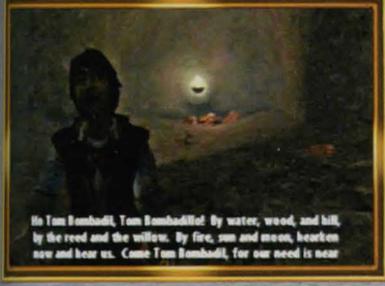
Continue moving upward, past several tall rocks, until you reach the summit. Survive one more attack by the mist creatures, and approach the rock mound to enter the Barrow-wight's lair, where Sam, Merry, and Pippin are asleep under the hypnotic control of the resident Barrow-wight.



This creature not only has a devastating punch at close range, but he also launches his deadly green breath from a distance. Circle the room until you find a pathway leading to a ledge. Jump up the steps to find a chest that contains the Westnesse dagger. You need it to hold off the Barrow-wight long enough for Tom Bombadil to save the day. The Barrow-wight cannot reach Frodo on the ledge, so this is a good place to rest or to access mushrooms before diving into the fight.



# Old Forest



Sam, Merry, and Pippin are in an alcove to the ledge's right. Hop down and run to the alcove. When the Barrow-wight attacks, knock it down with several strikes from Frodo's dagger, forcing it into the ground. As the Barrow-wight disappears, run from the alcove, and get ready for the creature's return. You need to pound it into the ground one more time, then sing Tom Bombadil's magical song.

With a rumble, Tom Bombadil appears at the entrance to the mound, singing his magic tune. The Barrow-wight is banished forever, as Merry, Pippin, and Sam awaken from their mysterious sleep. Tom assures the Hobbits they are not in danger and gives them new blades to protect them on their journey. He promises them safe passage to Bree, where they will stay overnight at the Prancing Pony Inn.



# Bree

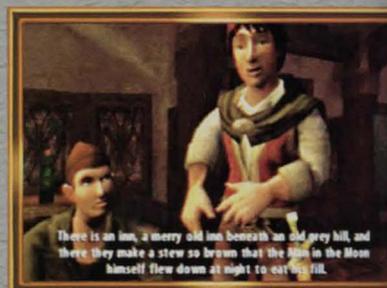
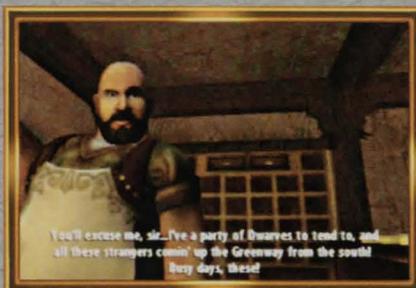
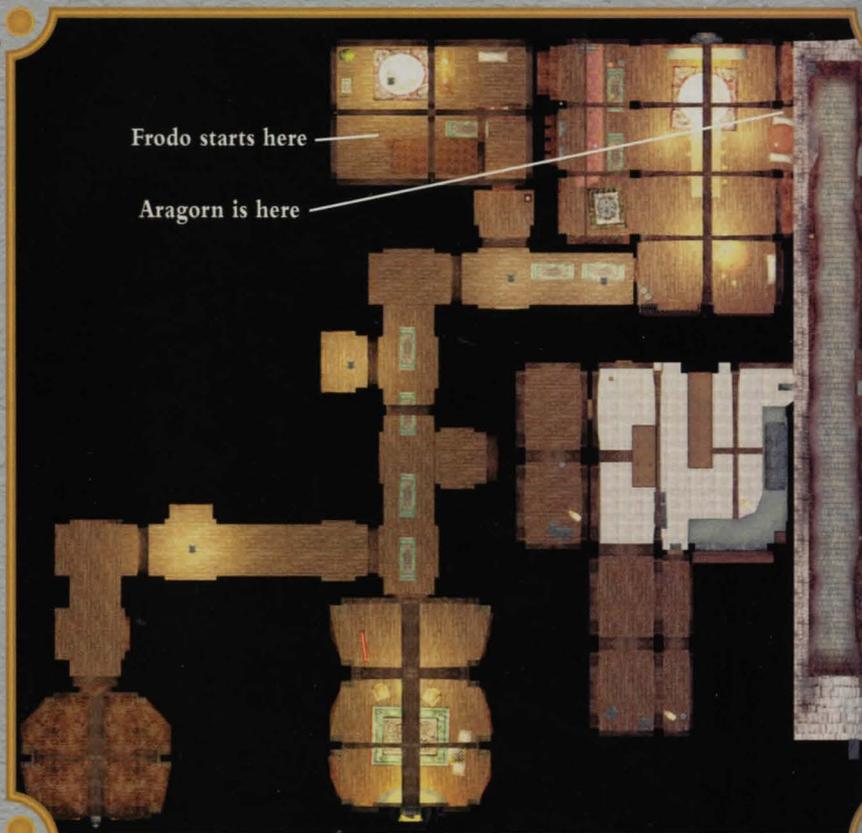
## Quest Log

- Check in at the Prancing Pony Inn
- Search the village of Bree for Merry
- Collect clothes
- Collect melons
- Collect hay bolster
- Collect small logs
- Return to the Prancing Pony

## Prancing Pony Inn



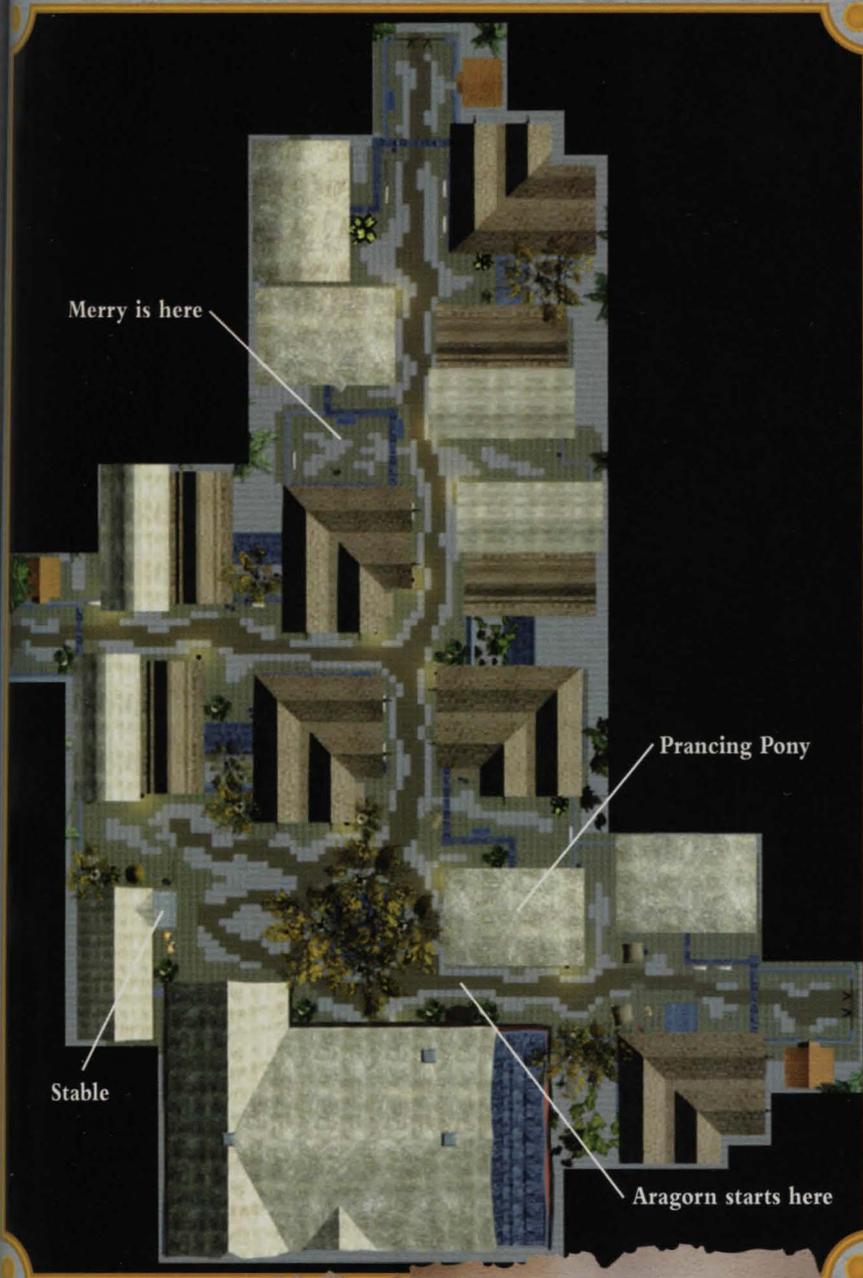
The Hobbits arrive at the Prancing Pony Inn, and Frodo reminds his friends that he is to be called Mr. Underhill, so as not to raise suspicion. Walk behind the desk and down the hall to reach the pub and find Merry, Pippin, and Sam. Seek out a mysterious stranger standing near a table in the room's far right corner. He advises "Mr. Underhill" to check in before all the rooms are taken.



When you return to the front desk, the innkeeper is manning it. Check in and return to the pub to collect the other Hobbits. Pippin has been drinking and the ale has loosened his tongue. The stranger urges Frodo to stop Pippin from revealing the group's true identity. Frodo leaps onto the bar and sings to distract the crowd, but he disappears after accidentally invoking the Ring. The stranger admonishes Frodo for using the Ring in public, even though it was an accident. The stranger introduces himself as Aragorn, but the Hobbit is wary. However, after the innkeeper delivers a message from Gandalf, Frodo knows he can trust Aragorn.



## The Village of Bree



Aragorn swears to protect Frodo, but before they can set out for Rivendell, as Gandalf requested, they must find Merry, who has disappeared. Now you must take control of Aragorn and search the village for Merry. Aragorn is armed with a bow and long sword, and he has special attack abilities (see the Combat Strategies section for complete combat tips and instructions). Walk through the square and down the street until you encounter an axe-wielding enemy who emerges from a street on the left. Kill him, and walk to the end of the same street. Turn right and enter a small room with a fireplace. Collect the loaf of *crum*, then resume your search for Merry.





Go to the main street and turn left, continuing in the direction you were headed before the first attack. Walk to the end and into a courtyard, where you encounter the next enemy, a rotund pikeman. He is tougher than he looks. Avoid his thrusts, kill him, and pick up the *lembas* left behind.



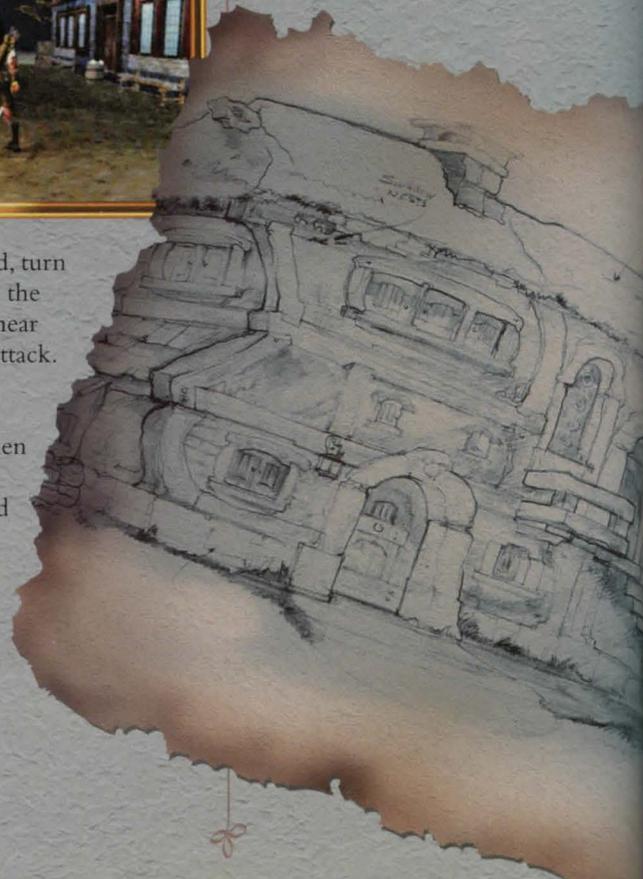
Go back the way you came, and look for an open courtyard on the right, where Merry is. After introducing himself, Aragorn offers to escort Merry to the Prancing Pony. Along the way, you must look for items to help Aragorn set a trap for the Black Riders. But there are wolves loose in Bree, so you cannot aimlessly roam the town.



Exit the courtyard, turn right, and go toward the Prancing Pony. You hear wolves; prepare for attack. Kill the four wolves before they can surround Merry. When they are dead, look for clothes ahead and on the right, near the barrels.



Walk past a large tree and turn left into the marketplace (carts line both sides of the street). Kill the two wolves that rush Aragorn and Merry, then walk alongside the cart on the left to collect melons. Half of Aragorn's disguise is hidden on the streets of Bree, so search for a hay bolster and small logs.





# Weathertop

## Quest Log

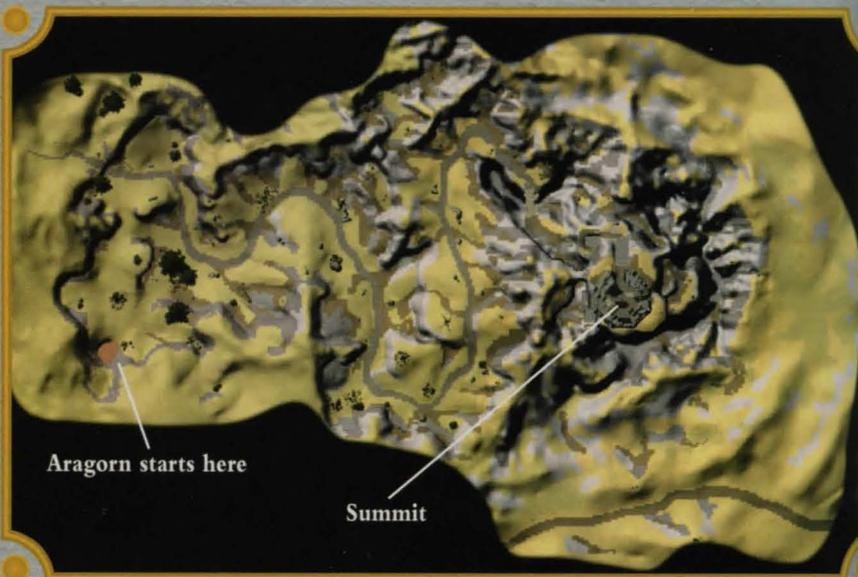
- Reach the summit of Weathertop
- Protect Frodo from the Nazgûl
- Scout ahead to clear a path for the Hobbits



Collect the *lembas* before leaving the campfire and beginning the long climb to Weathertop. Aragorn must fight his way to the summit, which means killing a stream of snarling black wolves. Sam and Frodo are there to help, so keep Aragorn's health at a high level. He'll need it when he reaches the top.



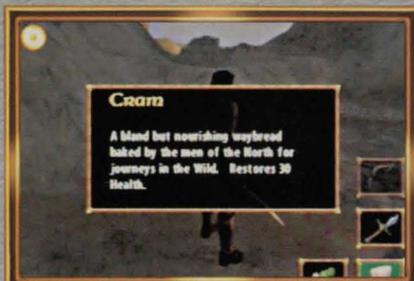
The enemies are numerous and swift as you work your way up the mountain. The Stealth icon in the upper left-hand corner of the screen warns you of impending danger. When the inner circle turns red, you have been spotted by the enemy, and an attack is imminent.



Follow the path up the mountain, stopping to collect *crum* from an abandoned campsite. While you fight off more wolf attacks, you face a new threat, as Orc fire archers unleash a volley of arrows. Take cover behind the tall rocks and use Aragorn's bow to pick off the archers from long range.



# Weathertop



Orc axemen attack as you cross the bridge leading to the summit's massive stone entrance, so put your bow away and swing your long sword. Grab your bow again to take out the fire archer ahead. From behind the rocks, Aragorn is close enough to shoot without using the crosshairs, so you will have no trouble eliminating the archer.



As you advance, an Orc axeman blocks your way—he leaves a loaf of *cram* when he dies. Replenish Aragorn's health for the upcoming battle. Walk past the campfire and continue up the stairs, where you encounter an axeman and a fire archer.

Collect *cram* at the campfire and follow the path through the stone archway. Watch out for an Orc axeman who leaps from above. From here until you reach the top, the path becomes progressively narrower and more treacherous. When you fight, do not fall off the edge of the path. At this point, it is only an inconvenience. Farther up the path, a fall produces serious injury or death.



Continue through the winding stone passages, and watch out for a hard right turn when you emerge. This is a blind turn, so do not go off the edge. Establish a good position on the center of the path after making the turn, because you come under attack from two more axemen. The footing is tenuous here, so fight with care.



The ruins of the Tower look different from the last time I was here...as if a great struggle took place within them.



It appears to be a G and a 3.

Aragorn and the group reach the summit, entering a great arena. They pause to read a message on the stones. It is from Gandalf, but he has left Weathertop in a hurry. The reason becomes apparent, as a giant cave-troll enters the arena.



Defeat this behemoth by taking advantage of Aragorn's speed and agility. Don't stand toe-to-toe and slug it out. After a series of strikes, move away from the monster in a circular motion and attack it from behind. The troll eventually spins around, so don't stay in one position for long. Watch Aragorn's health carefully, infusing him with *lembas* or *cram* when it dwindles. Stay away from the creature's mighty hammer to prevail.



After spying Black Riders heading for Weathertop's base, Aragorn, Frodo, and Sam race to the campfire, where Merry and Pippin are waiting. The Nazgûl (Black Riders) burst on the scene, and in a moment of terror, Frodo uses the Ring. However, despite the Ring's protection, the Nazgûl attack, wounding Frodo.



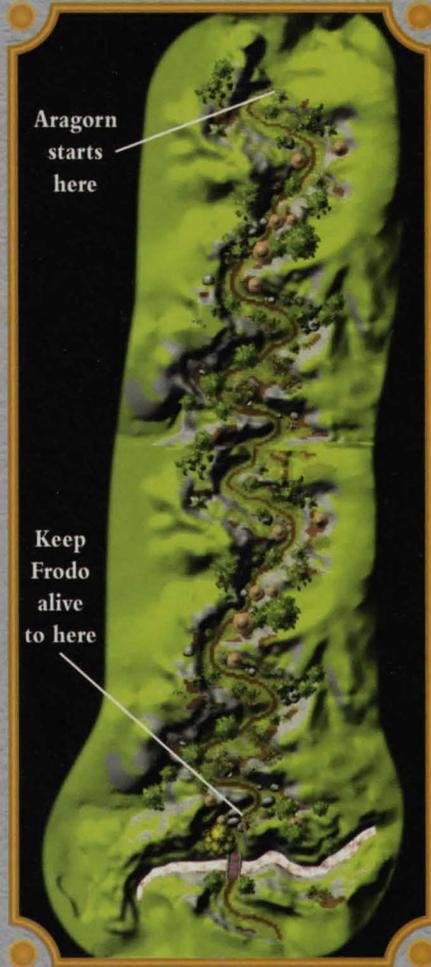
# Weather top



## Trollshaws



Aragorn is armed with a flaming torch; use it to protect the injured Frodo from the Black Riders. Move from one attacker to another, keeping the Black Riders busy, so they don't overwhelm the young Ring-bearer. If you are successful, the riders depart. However, Frodo is seriously wounded. His only hope is to reach Rivendell, where the Elves can reverse the lethal splinter of the blade tip.



Aragorn must clear a path for the Hobbits to safely reach Rivendell. Three black wolves attack. They are just a warm-up, because a cave-troll waits ahead. While you battle the troll, two more wolves attack, so keep up a relentless stream of blows. Concentrate on the troll, then finish off the wolves.



After two more wolves, another cave-troll rears its ugly head. Health power-ups are scarce here, so don't hesitate to run away and find a better attacking angle on the troll before resuming the fight.





More Orc archers, axemen, and another cave-troll attack. Watch for *lembas* and *crum* left behind by the dead axemen; you'll need power-ups to survive long enough to clear the path. Survive one more wolf attack, and Aragorn accomplishes his goal.

## On to Rivendell



Thanks to the protection of the Elves, Frodo is safe. Placed securely atop a magnificent white stallion, Frodo is carried to Rivendell ahead of the Black Riders, who are swept away by powerful Elf-magic. Frodo is delivered safely to the House of Elrond, where he is to join the sacred Fellowship of the Ring. It has been an arduous battle, but for Frodo, the quest is just beginning.

# Rivendell

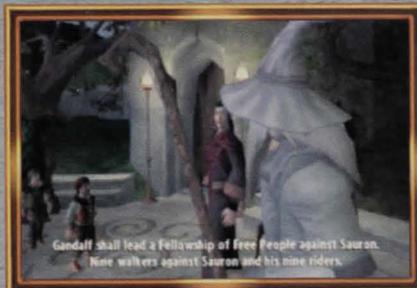
## Quest Log

- Take the One Ring to Rivendell

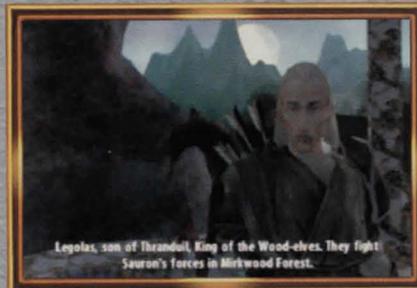
## House of Elrond



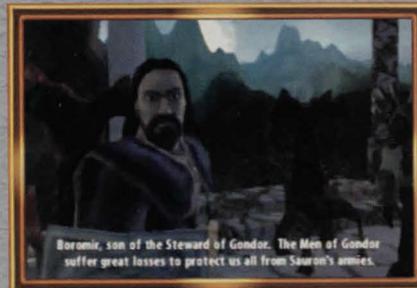
Gimli, son of Glain, of the dwarf-kingdom of Erebor, where the Dark Lord Sauron threatens invasion.



Gandalf shall lead a Fellowship of Free People against Sauron. Nine walkers against Sauron and his nine riders.



Legolas, son of Thranduil, King of the Wood-elves. They fight Sauron's forces in Mirkwood Forest.



Boromir, son of the Steward of Gondor. The Men of Gondor suffer great losses to protect us all from Sauron's armies.

Frodo and his companions reach a safe haven at Rivendell, and after Elf-magic cures Frodo of his splinter, a Council is called at the House of Elrond. It is determined that Frodo must maintain possession of the Ring and carry it safely to Mordor, where it can be destroyed. A Fellowship of the Ring is formed, consisting of Hobbits Frodo,

Sam, Merry, and Pippin; an Elven archer, Legolas; two Men, Boromir and Aragorn; a Dwarf, Gimli; and the mighty Wizard, Gandalf. Before the Fellowship sets off on its journey, Frodo visits Bilbo Baggins one last time.

## Bilbo's Room



First there is Sting! The blade of an Elven prince. You'll need it, Frodo.



This is a Mithril Shirt, from the dragon treasure. Very light, but stronger than any steel.

In Rivendell, you control Frodo. Walk into Bilbo's room (the doorway is behind Frodo). Approach Bilbo to receive two special gifts: Sting, a special Elf-blade; and a coat made from *mithril*, light but impenetrable armor. As your visit with Bilbo comes to an end, you take control of Gandalf, and the scene shifts to the campfire. The journey through Moria is about to begin!



# Moria

## Quest Log

- Find the Gates of Moria somewhere near the lake
- Find safe passage through Moria
- Escape the 21st Hall

## Hollin Gate



After searching the area, proceed down the path, but get ready for more attacks. After killing three more Wargs, turn left when you reach the edge of the cliff. As the path curves around to the left, you see a cave-troll lumbering off in the distance. Select *Fiery Blast* and hit the beast from long range (it takes several direct hits to kill it). An Orc swordsman joins the fight, but he is easy to defeat after the troll is on the ground. Pick up the *miruvor* left behind by the Orc.

As the journey to Moria begins, the Fellowship gathers around the campfire. You control Gandalf, and as the conversation ends, an eerie howl signals the upcoming Warg attack. Two animals charge toward the campfire. Their powerful bites can reduce Gandalf's health in big chunks. Gather the *miruvor* near the campfire, and retrieve an additional vial in a narrow gully near the campfire.





Farther ahead, the path splits off to the left as it climbs the mountain. Two Orcs attack from the right, so this is a good time to use Chain Lightning to kill multiple enemies (it takes two blasts to kill the Orcs). Cross the river on your right to the deserted Orc campfire and collect a vial of *minivor*. Be careful of the Orc fire archer shooting at Gandalf from up on the mountain. Avoid the arrows and charge the Orc; the archer dies from a couple of sword strikes.



Follow the switchbacks up the mountain. A single Orc swordsman attacks, but the bigger danger is from Wargs at the top of the path. After killing the Wargs, look across the river at the Hollin Gate, which lies concealed in the side of the mountain between two trees.



Although you can see the Hollin Gate, you cannot reach it from here because a large boulder blocks the path to the left. Turn around and walk back to a ledge on the right that provides access to a lower path. Drop down, but get ready for several angry Orcs, including an archer who fires from long range.



Walk to the left along the shoreline until you reach the two trees. Gandalf waves his staff and reveals the hidden gates, but they must also speak the Elvish word for "friend" to open the gates. As Gandalf tries to recall the word, the water suddenly erupts as the Watcher in the Water, a tentacled sea beast, bursts forth.

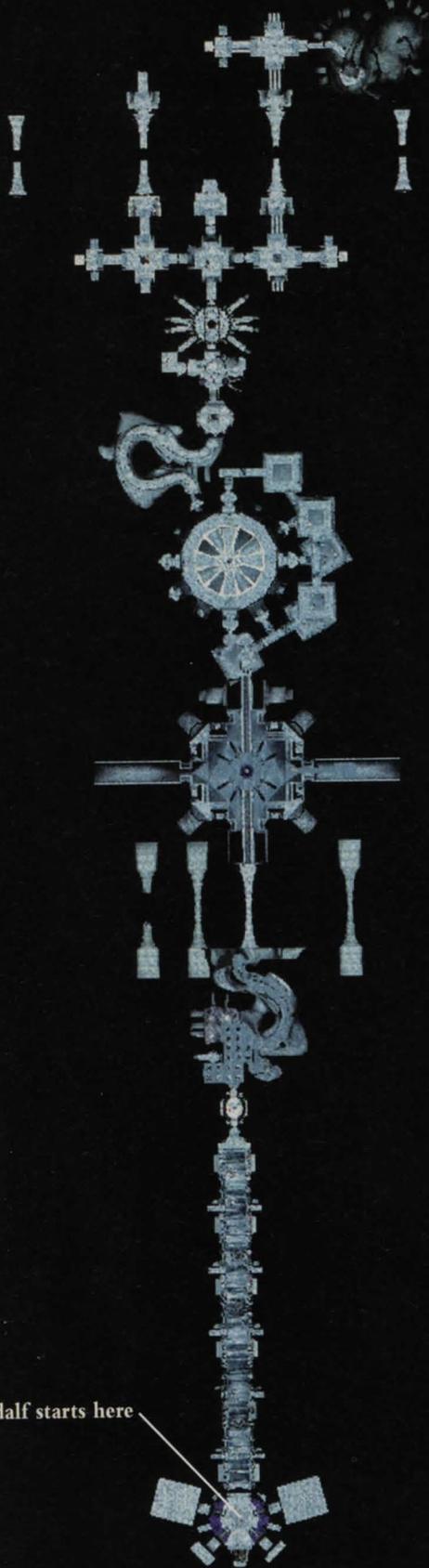


Taking control of Aragorn, you must move back and forth at the shoreline, firing arrows at the tentacles, until they retreat into the water. Eventually, Gandalf remembers the word "*mellon*," Elvish for friend. The gates open and the Fellowship enters Moria.





## Labyrinth



Gandalf starts here



Resume control of Gandalf, and collect the *minvov* near the campfire. Enter the passageway ahead that leads to an ancient stairway. As you climb the stairs, Orc swordsmen and archers attack. Fortunately, Gimli is with you, wielding his axe like a madman. Collect the *minvov* and *lembas* left by the Orcs, and work your way carefully up the stairs.





Activate the switch to raise the door and enter a circular chamber. Pick up the *miruvor* and pull the next switch to reveal a hall filled with pillars. Kill the Orc archers with lightning, pick up the *cram*, and walk toward the curved ramp. With Gimli's help, take out the Orc swordsmen and walk through the door onto a long bridge.



Kill another Orc as you cross the bridge, but take care to avoid the Orc archer's fire arrows. Another bridge takes you to a circular chamber. The paths to either side are dead ends, so continue around the tall statue in the middle of the room and onto another bridge. Advance quickly to take out the fire archer on the other side.



Follow the path into a small chamber, then into a great hall. Walkways lead to an alcove on the left and doors to the right and center. Turn left and walk to the alcove, which contains some *miruvor*. Now, turn around and take the bridge all the way across to the other side. The door opens as you approach.



Fight your way down a short flight of stairs, and watch out for the Orc archer on your right. After killing the archer and swordsmen, explore the rooms to the left, which hold *miruvor*, and to the right. Each room contains a large square opening in the floor.



Go back to the main hall and follow the path to the right, to the third doorway. Walk down the stairs, into the hallway, and go right, to a room containing an elevator platform. Step onto the platform to trigger the elevator. When you arrive at the lower level, step off the elevator, kill the Orc, and walk across to the next room to retrieve the *cram*.



Go back downstairs to the hallway, but this time turn left. An Orc archer lobbs fire arrows in your direction, so don't stand in one place for too long. A short set of stairs takes you into the main hall. Although you are on the lower level, it looks exactly the same as the upper floor. Turn left and follow the path to the next doorway. Go down the stairs, turn right, and kill the Orc. Enter

# Moria



another elevator room. Let Gimli kill the archer, then go across the corridor to the room on the other side; it's another elevator room. This one is empty.



Go back to the main hall. The next doorway to your left leads to an empty room. Return once again to the main hall and follow the wall around to the left. The next doorway leads to a curved path up to the next level. When you reach the top of the ramp, Orc swordsmen attack, and a fire archer rains down arrows from a ledge.



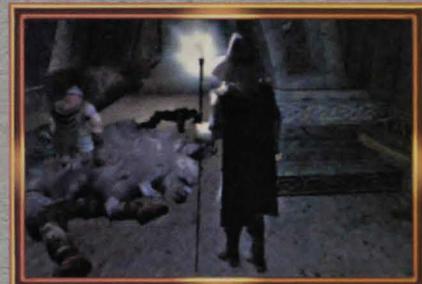
The path empties out into a chamber with a well in the center of the room. Continue across into the next room, which contains a series of jagged pathways to explore. While Gimli carves up the Orcs, go left into a small room and pick up a vial of *miruvor*. Exit the room and follow the path to the left. As you enter the doorway, Aragorn urges Gandalf to rest here, so the Hobbits can regain their strength.



Still controlling Gandalf, you begin in a chamber with Gimli. Take care not to step into the hole in the center of the room, or Gandalf will fall to his death. Pull the switch at the opposite side of the room to raise the door. Orcs attack as you enter the room, but make sure Gandalf does not fall into yet another hole during the heat of battle.



This room has three exits. The doorway on the left leads to a platform with a switch at the edge. Avoid the fire arrows as you pull the switch, extending a bridge to where the Orc archer is positioned. Go into the main room and through the next door to the left. Legolas voices his concern that something is following them.



The next doorway on the left leads to a bridge. Walk across into the next room, but get ready for a nasty cave-troll with a big hammer. Fiery Blasts from a distance, along with Gimli's axe, bring the creature to its knees. Enter the first doorway on the right, and follow the path up to a platform with much-needed power-ups (*eram* and two vials of *miruvor*).

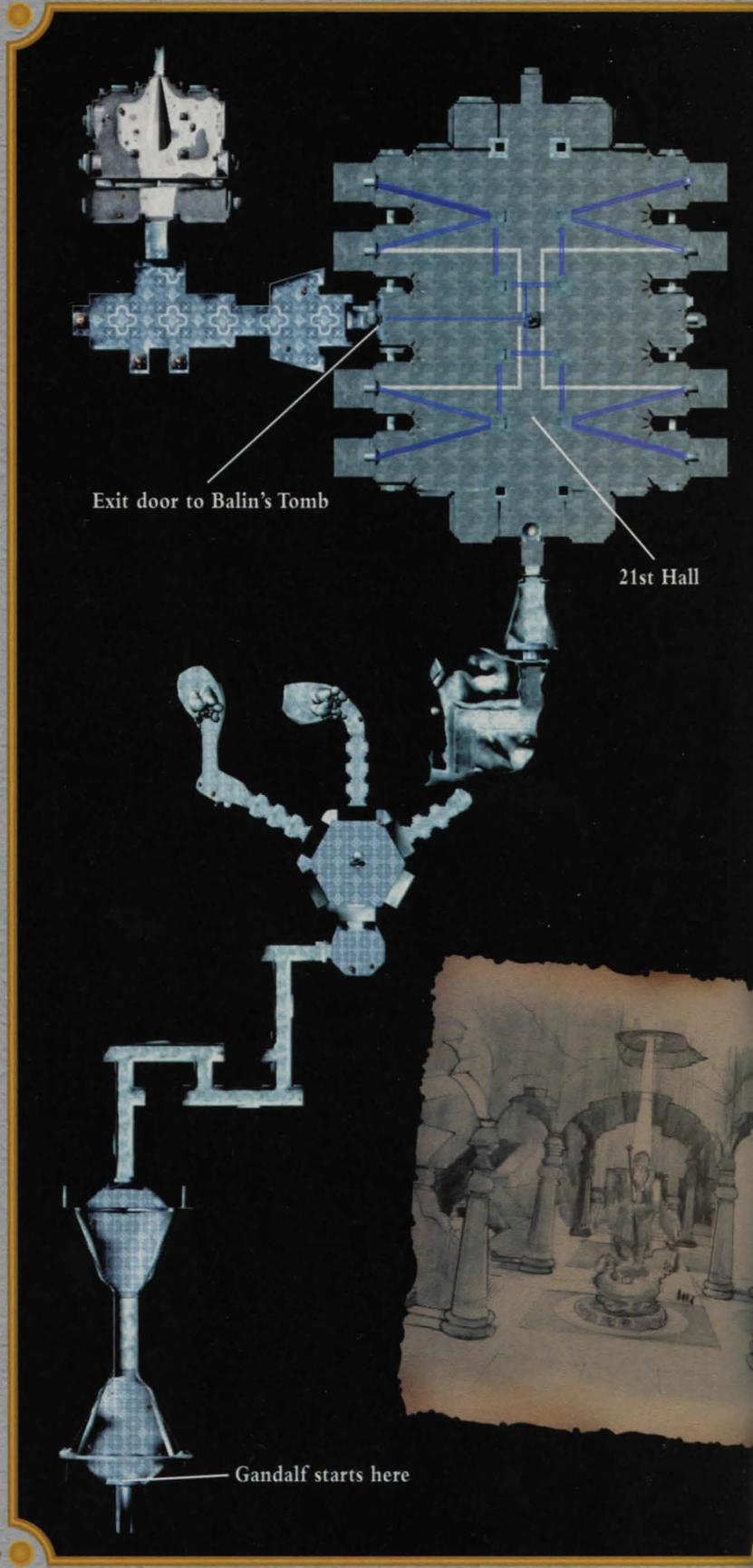


Return to the room and walk directly across to the next doorway. Enter the small room and pull the switch to extend another bridge. Now, go back across the first bridge, and return to the room with the small hole in the floor (the one with a plank across the hole). Walk directly across the room and pull the switch to enter the next chamber. Arm Gandalf with lightning because you will encounter several Orcs.



When the room is clear, walk through the right-hand doorway to reach the second bridge. Rush the Orc archer on the other side and continue through the corridor. Walk to the door to enter the next level.

## Three Passages





## The 21st Hall

**CAUTION**

*You must complete the following puzzle quickly, before the cave-trolls defeat the Fellowship.*

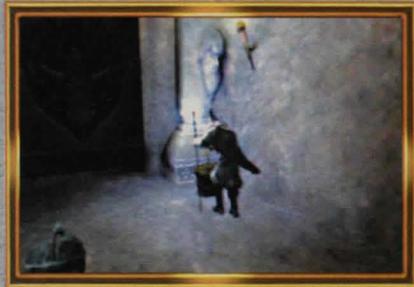


Walk across the bridge and through the next hallway, killing the Orc archers along the way. After fighting your way through another group of Orc swordsmen, turn right and follow the corridors, killing Orcs as you go. When you reach a large chamber, pull the switch to raise the door and enter the next room, where the Fellowship gathers for a brief conversation. Everyone agrees that the hammering sound they have been hearing could be a signal.

The next hallway to the left leads to another cave and some *lembas*. Like the first cave, this one seems to be blocked by a pile of boulders. The hammering sound grows louder. Return to the main room once more, and enter the third and final hallway to the left. It leads to another cave, but this one has clear passage to the left, where an Orc archer is shooting fire arrows. Take out the archer before proceeding up the ramp.



Still controlling Gandalf, advance into the 21st Hall in your quest for an exit from Moria. While the Fellowship battles the cave-trolls off to the left, walk forward between the statues. There are four statues, each one positioned in front of a pressure plate. Push the four statues onto the pressure plates to change the light beams overhead. When the fourth statue is in place, follow the light beam to its final point, revealing a door. The Fellowship will be waiting. Walk through the door to enter a great hallway. Turn right and proceed to Balin's Tomb, where Gandalf reads the tragic story of the Dwarves' final battle.

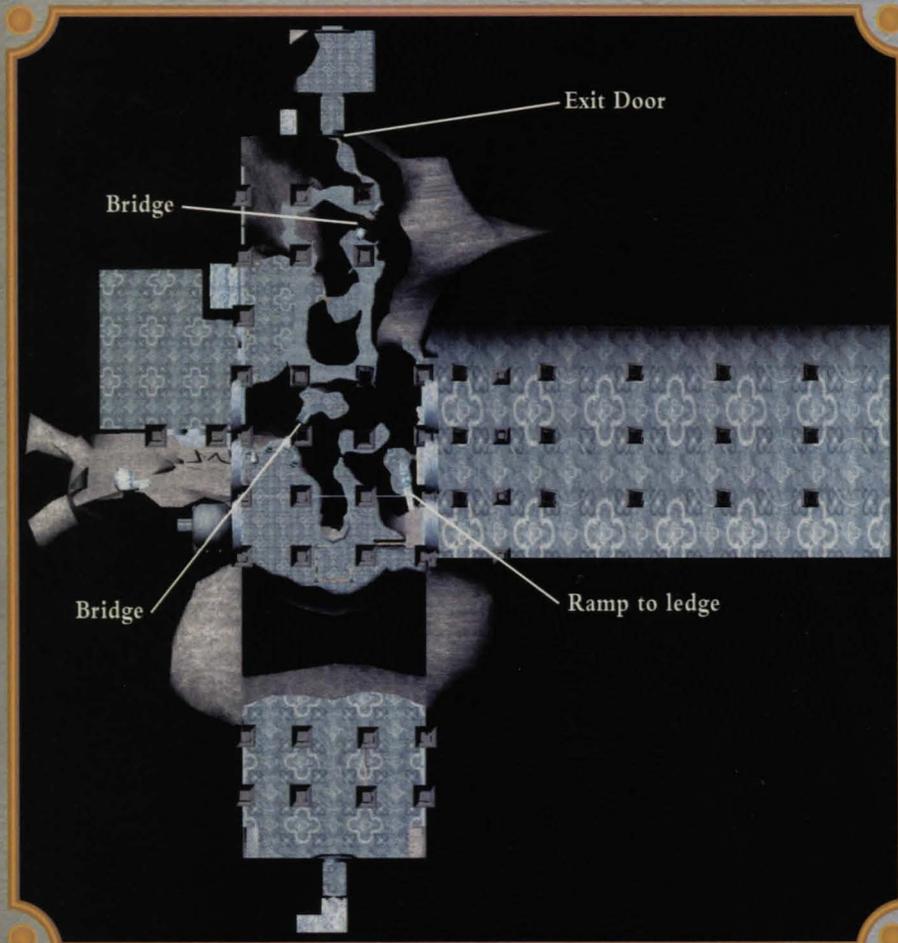


You must choose between three passages as Gandalf continues his journey. Enter the first hallway on the left to clear out an Orc archer and swordsmen. The hallway empties into a small cave containing some *miruvor*.

Fight your way up a series of ramps until you reach a switch. Pull it to open the door and leave the level. A meeting with the Fellowship is cut short by a cave-troll attack. Gandalf continues his search for the exit, while the others face the trolls.



## The 2nd Hall



You control Frodo as the Hobbit and Gimli enter the 2nd Hall. Gimli spots the door, but you must figure out how to open it. Beat off a ferocious attack by the Orcs, then walk to the left, around a massive statue, to reach the bridge. Pull the switch to extend the bridge.



The trick is to run immediately across the bridge as it locks into place. Two Orc warriors move to block your path, but if you advance toward the other side of the bridge, you'll be in a better position to fight. If you're forced to fight in the middle of the bridge, a single blow from an Orc's sword is more than enough to send Frodo over the side to his death.



Walk across the narrow connecting planks and pathways to a large platform where Frodo and Gimli face off against several more Orcs. Continue ahead to another bridge. Like the first one, this bridge must be connected, but unfortunately, the switch is on the other side. Climb up the ladder to an elevated platform and prepare for a difficult battle with an Orc guard.

# Moria



After killing the Orc swordsman, continue around the platform, overpowering two archers as you make your way to the other side. Stop and collect the *cram* and continue to the ladder, climbing down carefully.



When you step down onto the platform, pull the switch immediately, so Gimli can make his way across the bridge and help you with the powerful Orc that attacks. If you must fight the Orc on your own, time your attacks so you strike when the Orc lands on the ground after one of his patented leaps. After landing three blows in a row, move away to avoid the Orc's counter-attack, before moving in for the kill.



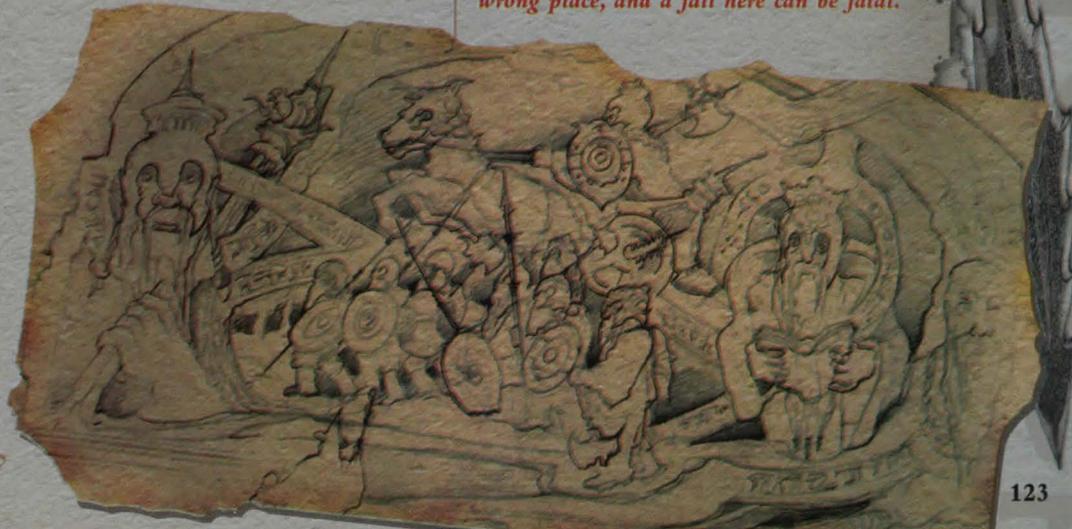
The door is just ahead, across two wooden planks. But Frodo cannot open the door just yet. Cross over the bridge and the connecting plank to reach the large platform. Walk over to the large door and retrieve the *cram* near the boxes. Make your way back to the first bridge. Instead of going across, walk to the right and jump across the break, then line up Frodo with the curved portion of the next platform. This is a longer jump than the first one, so you need to land in the right spot or Frodo will plummet to his death.



When you reach the other side, walk up the ramp and take care of the Orc archer. Move to the end of the platform and push the large stone off the ledge. Go back down the ramp and jump across to the platform where Gimli is waiting.

## CAUTION

*Be very careful stepping onto the ramp, because you cannot see it until you are at the very edge. It is easy to step off in the wrong place, and a fall here can be fatal.*





Gandalf has located the Bridge that will take the Fellowship out of Moria. But the mighty Balrog has other ideas. Gandalf tells the others to leave while he faces the fiery beast.

Walk over to where the rock landed, and push it onto the pressure plate, which raises the large wooden door you saw earlier. Finally, retrace your steps back to the door (across both bridges) and walk toward the open door. Unfortunately, Frodo's battles are not over, as a swarm of Orcs races out to meet him.

This is a very tough battle, but Gimli will help you to victory. Keep moving, and don't let an Orc hit Frodo repeatedly, or he will die quickly. When the Orcs are dead, walk through the door to rejoin the Fellowship.

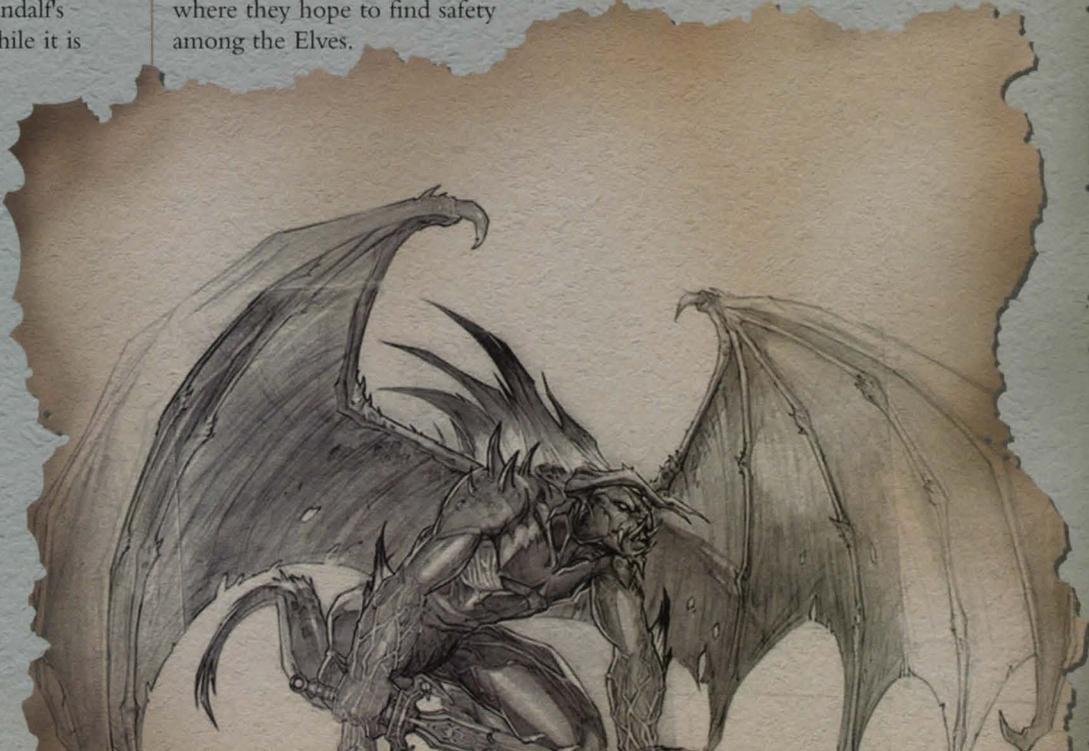


# Moria



Take control of Gandalf and race across the bridge, avoiding the blasts (each one knocks back Gandalf, so dodge them to get close to the Balrog). Use Lightning or Staff Slam—anything but Fiery Blast, which makes the monster stronger. When the Balrog is stunned, use Clamdring, Gandalf's sword, to strike the beast while it is silent. Repeat this several times, replenishing Gandalf's health and spirit when they get dangerously low.

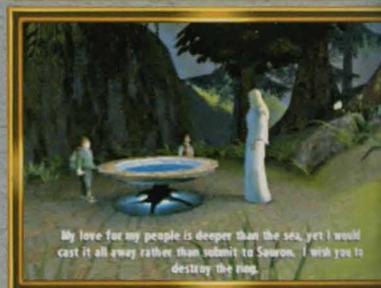
Eventually, the Balrog weakens and falls off the path. But as it plummets into darkness, it reaches out with a fiery whip to grab Gandalf, pulling the Wizard down into the abyss. The Fellowship must leave Moria without Gandalf, pushing on toward Lothlórien, where they hope to find safety among the Elves.



# Lothlórien



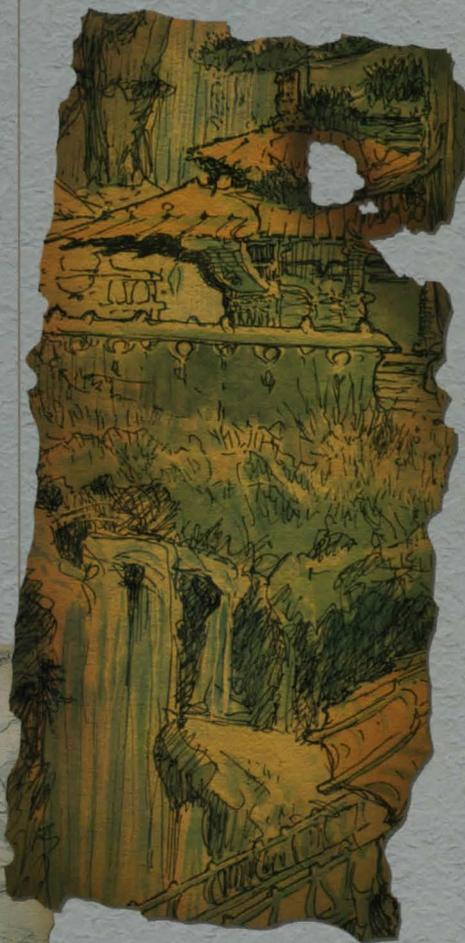
Frodo and Sam gaze into the Mirror of Galadriel. Sam is disheartened by what is happening in the Shire, while Frodo glimpses Sauron's growing power. Frodo and Sam are tempted to give up the quest, but Galadriel reminds them of a greater danger.



Frodo has doubts, but his destiny is sealed when he sees the Ring's power entice the benevolent Galadriel to join its circle of evil.



Filled with sorrow over the loss of Gandalf, the Fellowship makes its way to Lothlórien. Received by the Lady Galadriel, Frodo tells the story of Gandalf's bravery and sacrifice. The Elves are saddened, but Galadriel reminds Frodo and his companions of their responsibility to the Free Peoples of Middle-earth.



Galadriel's resolve is strong, and Frodo reaffirms his commitment. The Fellowship leaves for Mordor by way of the River Anduin.





# ANDUIN

## Quest Log

Clear the river's edge of enemies

Rescue Sam

Defeat the Winged Nazgûl

## Orc Dam



After an uncomfortable confrontation between Frodo and Boromir, you take control of Aragorn. Along with Gimli, Legolas, and Boromir, you must advance along the riverbank, eliminating a massive Uruk-hai army. (Uruk-hai are oversized Orcs specially bred for length, size, and power.) When you reach the river, you see guards pacing ahead. Move toward the large boulder and kill the guards that attack.



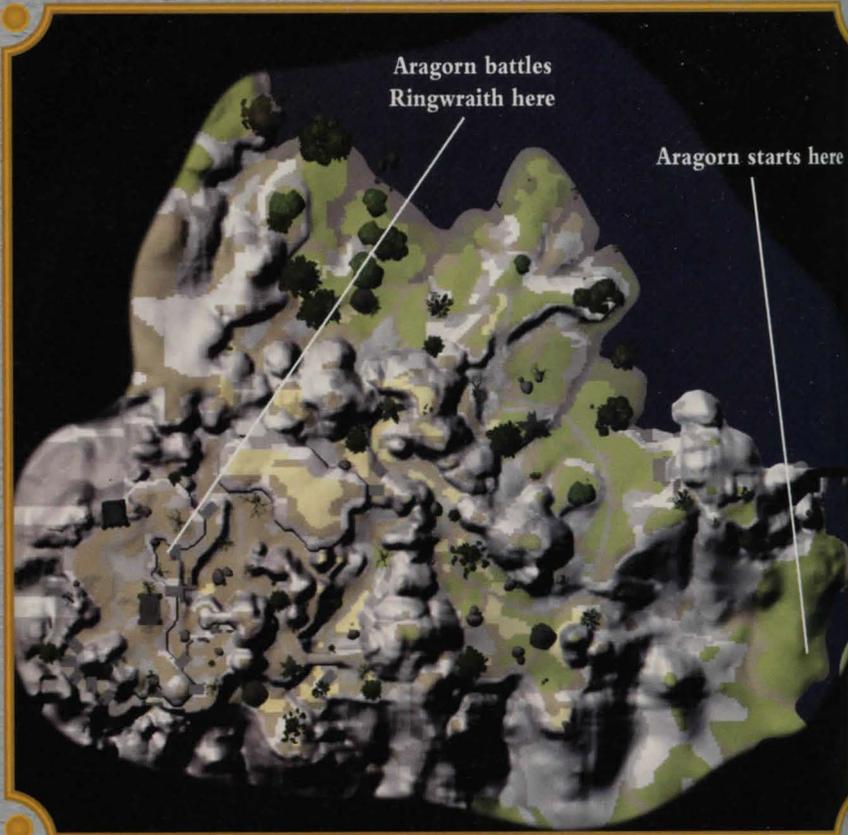


Continue along the beach and kill the next wave of Orcs. Collect the *cram* left behind. A cave-troll approaches. Surround it and bring it to the ground.



Continue along the beach, killing the Orcs and another cave-troll. After the second monster goes down, Aragorn declares the beach clear and directs the group to retrieve the boats.

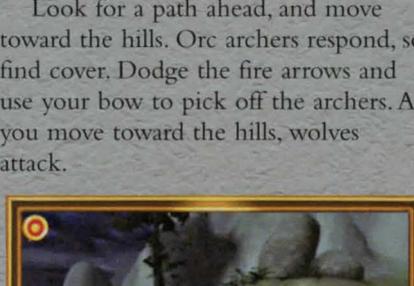
## Amon Hen



As Aragorn, Gimli, Boromir, and Legolas prepare the boats, a Winged Nazgûl swoops down and snatches Sam. Controlling Aragorn, turn around and move toward the hills. Kill the attacking wolves, and search along the base of the hills for a path.

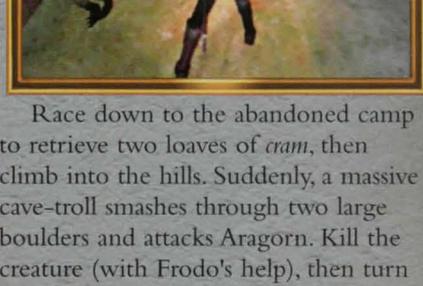


# ANDUIN



Look for a path ahead, and move toward the hills. Orc archers respond, so find cover. Dodge the fire arrows and use your bow to pick off the archers. As you move toward the hills, wolves attack.

When you reach a path leading into the hills, the Orcs respond. Kill them, then take out an archer firing down from a camp on an outcropping. Collect the *cram*, then jump down and run toward an Orc camp near the beach. Gather the *cram* and get ready for another attack.



Race down to the abandoned camp to retrieve two loaves of *cram*, then climb into the hills. Suddenly, a massive cave-troll smashes through two large boulders and attacks Aragorn. Kill the creature (with Frodo's help), then turn to face the onrushing wolves.



The wolves are tough enough, but they are just the advance guard. Cave-trolls join the fight, so strike and move to stay away from the cave-trolls' powerful hammers.





Two Orc archers block your path. Kill them and climb the stairs to the left. As you reach the top, Orc fire arrows rain down upon Aragorn. Move ahead, dodging the arrows, as you return fire at the archers. Jump down and circle around to the left, but get ready for a cave-troll. The archers can hit you here, so kill the troll.

Continue through a massive stone archway, pick up the *lembas*, and follow the narrow path leading to the summit. As more Orcs approach, Aragorn instructs Frodo to make his way to the top, while he holds off the enemies.

With Frodo under your control, turn around and make your way up the mountain. Defeat the two Uruk-hai by alternating blows between the two (if you concentrate on one, the other will kill you). Collect the *cram*, replenish Frodo's health, and continue toward the summit.





More Uruk-hai attack, followed by archers, as you climb another set of stairs. The archers are elusive and can inflict more damage on Frodo. Use cover, then rush the archers. When you catch them, a few strikes kill them.



Go through the archway and up a long flight of stairs, where you must kill more Uruk-hai and archers. Pick up the *Orn*, replenish Frodo's health, and continue up the stairs. Frodo joins Legolas and Boromir, as the Winged Nazgûl flies overhead. Your control switches to Aragorn, who has defeated the Uruk-hai at the base of the mountain.



Move past the bodies Frodo left behind as you race to rejoin the Fellowship at the summit. When you reach the top, Sam is rescued. It is time for the final showdown between Aragorn and the winged Nazgûl.



The Fell Beast attacks with fire, razor-sharp teeth, and a powerful tail that lashes out in all directions. Keep moving to avoid the fireballs, then charge in and strike the beast from close range. Eventually, the beast weakens and takes off to fight from the air.



Climb to the top of the staircase and watch the Winged Nazgûl as it circles. Shoot arrows at the beast each time it rounds the staircase, but be careful of the fireballs. When you connect, the Winged Nazgûl weakens. As it climbs out of Aragorn's range, Legolas aims and drops the monster with a perfect shot. The Ringwraith dies, and Frodo is safe...for now. The Fellowship arrives at the outskirts of Mordor, and Frodo can finally rest. But the Ring-bearer's adventure is only just beginning!

# Prologue



[Gandalf] Second, to celebrate my eleventy-first birthday.

Bilbo is throwing a party in the village to celebrate his birthday, and to announce that he is leaving on an adventure. Before Bilbo heads off, Gandalf reminds him that the Ring in Bilbo's possession must go to his nephew, Frodo. After some hesitation, Bilbo agrees, then sets off on his holiday.



[Gandalf] Eavesdropping, Samwise Gamgee!

Samwise Gamgee is caught eavesdropping on Frodo and Gandalf. As punishment, Gandalf proclaims that Sam must accompany Frodo on his quest to destroy the Ring, a prospect that excites the Hobbit.



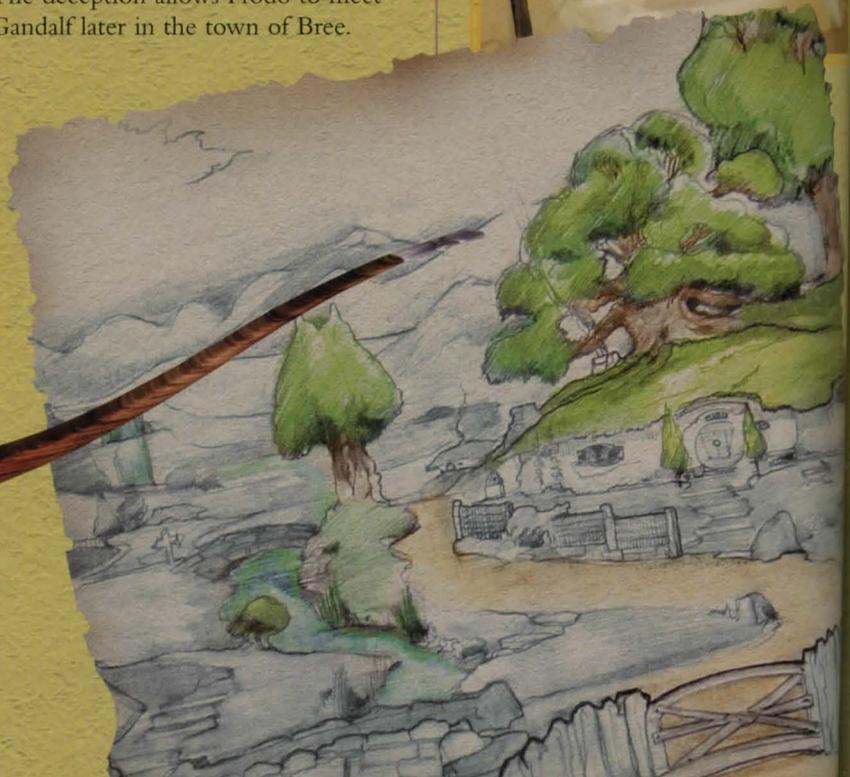
[Gandalf] You look the same as ever, Frodo!

Gandalf informs Frodo that an Enemy named Sauron has arisen in the East. The Enemy is becoming strong, but lacks the thing he most desires—the One Ring, given to Frodo by Bilbo. The Enemy learned about the Ring from Gollum, who once possessed its power. The Ring must be destroyed by being thrown into the fires of Mount Doom before evil claims it.



[Gandalf] Pretend that you are moving to Crickhollow in the East of the Shire, and from there meet me in Bree. And be careful.

Gandalf quickly devises a plan to thwart the search efforts of Sauron's minions. Frodo is to leave Bag End and pretend he is moving to the far-off town of Crickhollow in the east of the shire. The deception allows Frodo to meet Gandalf later in the town of Bree.



# Hobbiton

## NOTE

Throughout the walkthrough, the numbers on the maps refer to items found and the letters refer to events. You will also see connector labels. For example, when the label A1, A2, A3, etc. appears on two maps, that label indicates where the two maps meet.

Hobbiton

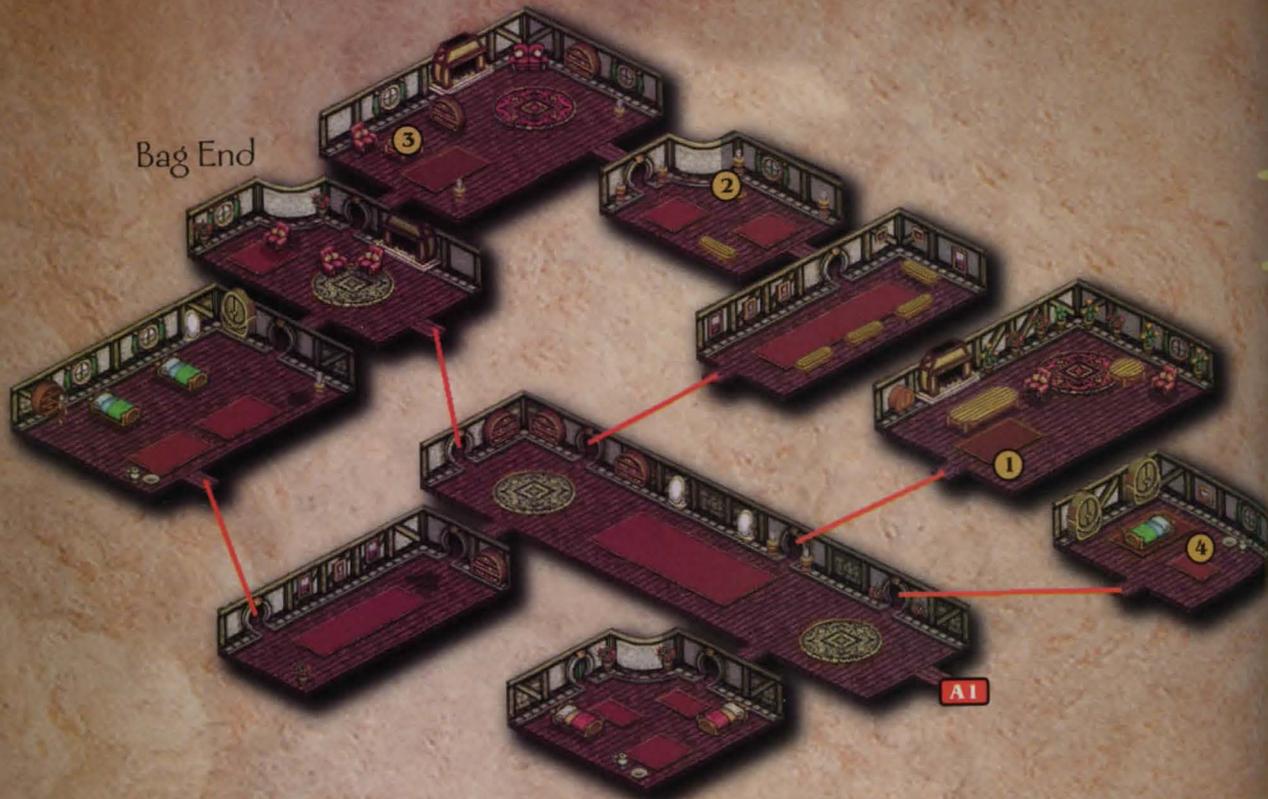


Bandy Harfoot's Farm

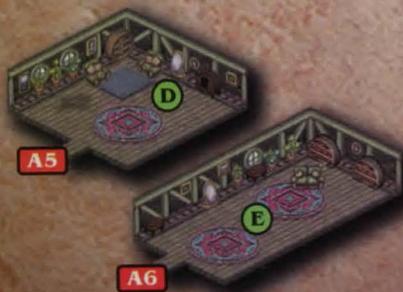


## Items Legend

- |                   |  |
|-------------------|--|
| ① Gold Coin       | ⑦ Cabbage  |
| ② Bronze Coin     | ⑧ Trader—Squib Fireworks (1BC), Dagger (1GC), Sandwiches (1BC) |
| ③ Sandwiches      | ⑨ Willow Withies   |
| ④ Silver Spoons   |  |
| ⑤ Dried Leaves    |  |
| ⑥ Yellow Mushroom |  |



Home of Mr. Bracegirdle



Home of Master Grubb



Home of Lobelia Sackville-Baggins

# Hobbiton



Explore Bag End, collecting the remnants of Bilbo's treasure. Get the Silver Spoons (4). As you leave the house, head left to find some Dried Leaves (5). The stairs in front of Bag End lead to Hobbiton's main square, where many Hobbits go about their daily activities, unaware of the lurking evil.



Stop at the home of Mr. and Mrs. Burrows to the left of the second set of stairs. Check the room to the right of the entrance to find Pippin (A), the third member of your party. He joins when you speak with him.



New members make your band of adventurers stronger, and you can carry more by spreading the items between them. Be sure everyone has a Dagger or a Stick so they are ready for battle later.



Speak with Mr. Burrows (B) in the back of his home. He offers to make pipeweed if you bring him Dried Leaves. You should have these in your inventory, but if not, find them near Bag End (5). When Mr. Burrows asks what type of pipeweed you want, ask for Southern Star, which is considered the best by many Hobbits. You can't use the Southern Star pipeweed now, but it comes in handy soon.



Don't pass up a chance for Southern Star pipeweed, or you're forced to take a pouch of Old Toby pipeweed.



Leave the Burrows' residence and head east. Enter the home in the hill to encounter Lobelia Sackville-Baggins (C). Frodo offers her the Silver Spoons, but she won't take anything from him without giving something in return. She trades Frodo a Stick for the Silver Spoons. This is your first weapon. Give it to one of your traveling companions and be sure it's equipped. You can't fight without weapons.



Stop at the trader (8) in front of Lobelia's home. The trader has Sandwiches, a Dagger, and Squib Fireworks for sale. Buy the Dagger and the Sandwiches. You'll need the weapon, which is more powerful than a Stick, and the Sandwiches. Never pass up food. It's hard to come by, so carry as much as possible. Squib Fireworks are handy, but you don't need them now.



Head southeast from the trader and enter the first home to your right. You meet Mr. Bracegirdle (D), who asks that you deliver a message to Amos Appledore. Agree to assist him, and pick up the letter. You won't see Amos anytime soon, so put this task in the back of your mind.



After leaving Mr. Bracegirdle's estate, head west until you come to a fence. Check the northwest corner to find Willow Withies (9). Down the road to the south is the home of Master Grubb (E). Give him the Willow Withies. He transforms them into a Walking Stick, which you can use as a weapon.



Now that all three Hobbits have a weapon, it's time to get combat experience. Head back to the north side of town. To the west of the Burrows' residence, a trail leads to a field. Therein lies Bandy Harfoot (F). He allows you to practice combat on his scarecrow.

Initiate the battle by approaching the scarecrow in the field. It won't fight back, so this is an easy battle. When you finish, you're not only wiser, but Frodo also has gained a level. Raise his health points rather than his skill at first, so he lasts longer in battle.



To leave Hobbiton, follow the road to the southeast and into the countryside.

## Quests

### Pippin



Enter the home of Milo Burrows. In a room to the right of the entrance, you find Pippin (A). He's been having extra elevenses with Mrs. Burrows, but he's ready to join in the adventure. Your party grows stronger by the minute.

### The Silver Spoons



Inside Bag End, you find a set of Silver Spoons (4) in the front room. Such a valuable item will come in handy. Visit Lobelia Sackville-Baggins (C) after you have the Silver Spoons. She sees the spoons in your bag, and offers to trade a Stick for them.

### Southern Star Pipeweed



Visit Milo Burrows (B) before leaving Hobbiton. He suggests making pipeweed for you if you bring him Dried Leaves (5). Return to Bag End and search to the left of the front door to find Dried Leaves on the ground. If you listened to Gaffer as you explored, you know that Southern Star pipeweed is by far the best. Ask Milo for the Southern Star pipeweed (the second choice).

As you travel into the Green Hill Country to the south, you encounter a woodsman who tells you that he's exhausted his supply of pipeweed. Give him the Southern Star pipeweed, and he gives you his Dagger and a Bronze Coin. The Bronze Coin is a bonus for giving him such fine pipeweed. If you give him a lesser variety, you get only the Dagger.

### Bandy Harfoot's Scarecrow



Talk to Alf Buckletoe near the East Road signpost. Alf suggests you speak to Bandy Harfoot (F) before leaving town. Bandy is in the field to the west. He worries about you leaving town and offers to let you practice fighting on his scarecrow. Walk toward the scarecrow to initiate a battle.

### Message for Amos Appledore



Talk to Mr. Bracegirdle (D) in his house. He needs to get a message to Amos Appledore. Agree to give the message to Amos if you see him on your travels, then pick up the message from the floor.

### The Willow Withies



Pick up the Willow Withies (9) in the west side of town. They grow into a big willow tree! Talk to Master Grubb (E) in his house. Give him your Willow Withies, and he makes you a Walking Stick. Talk to Master Grubb a second time to give him your Willow Withies, then pick up your Walking Stick.



# Green Hill Country



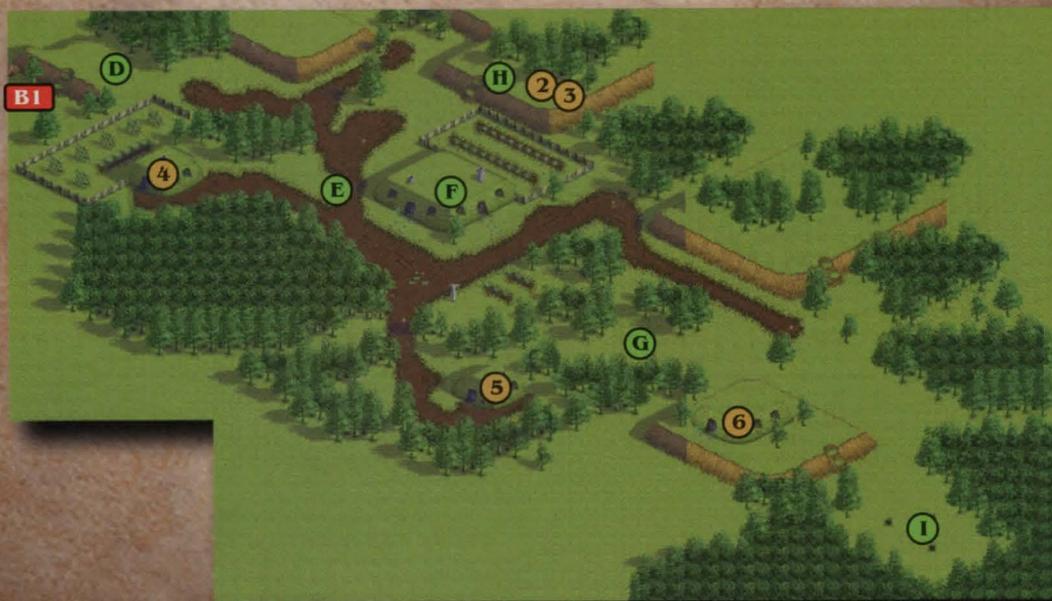
Green Hill Country  
Northwest



## Items Legend

- ① Trader—Old Toby (1BC), Longbottom Leaf (1BC), Stick (1BC)
- ② Gold Coin
- ③ Red Mushroom
- ④ Trader—Red Mushroom (1BC), Blue Mushroom (1BC), Sandwiches (1BC)
- ⑤ Trader—Small Leather Armour (2BC), Fine Small Leather Armour (1GC), Squib (1BC)
- ⑥ Gold Coin

Green Hill Country Southeast





Leaving town, you encounter Dougal Brackenfast. He mentions that walking three times around the Three Farthing Stone (A) is supposed to make one lucky, but he doesn't feel luckier. Continue down the path to spy the stone Dougal was talking about. Walk around it three times and you find a Bronze Coin hidden in the grass.



[Woodsmen's Diary] ...Fair singing on the hills, but it always stops as I get close...

Follow the road south to come upon a temporarily unoccupied house (B). Check the bookcases in the front room and bedroom. You find notes that mention fair singing in the hills and something about the owner spying the Fair Folk. Perhaps you can locate them.



Follow the road east past the Three Farthing Stone and up the hill. To the north, you find a trader (I) selling pipeweed and a Stick. You don't need this trader's wares because all three Hobbits have weapons.



[Woodsmen] I've run out of pipeweed! Would you trade your pipeweed for my dagger?

◆ Yes ◆ No

Head to the south along the road to bump into a woodsman (C) who has run out of pipeweed. Give him your pipeweed, and he gives you his Dagger in exchange. If you got the pouch of Southern Star pipeweed from Mr. Burrows, you also get a Bronze Coin for delivering this pipeweed to the woodsman.

### NOTE

Equip the Dagger on the Hobbit carrying a Stick. The Dagger is a better weapon. Weapons cannot be sold to a trader, so toss the Stick on the road; it is of no use to you now.



Big Dog misses Pippin

With your new weapon in hand, continue on your way. When you climb the next hill, you have your first opportunity to use your new weapon. A roaming Big Dog (D) attacks the party. This is an easy battle for the three Hobbits, but save your game when you see the Big Dog.



With that danger eliminated, follow the road south. As you near the next homestead, you have your first encounter with a Ringwraith (E), one of Sauron's minions searching for the One Ring. The Hobbits hide from the evil Rider, and Frodo gains another level.

### NOTE

Leveling up is based upon actions rather than experience points. When certain events occur, one or more of your characters becomes stronger. Only Frodo has benefited from these events, but your other characters will have a chance to grow.

# Green Hill Country



Travel to the northwest after the Ringwraith encounter to find the home of a trader (4) who is selling a variety of healing items. Buy all that you can. If you can't purchase anything now, return when you have money.



Go along the road to the south to Adelard Took's house (F). It is next to the point where you spotted the Ringwraith. Mr. Took asks you to deliver a message to Sancho Proudfoot in Hobbiton. It isn't a far walk, so accept the job and go to town. Sancho is in one of Bag End's backrooms. For delivering the message, you get a Gold Coin.



Return to Green Hill Country and head southwest from Mr. Took's home to find a trader (5) selling basic armor. The armor is expensive, but buy whatever you can afford. Make sure any armor you purchase is equipped.



Follow the road back to the east and then south. Check the woods to the left to encounter an Elf named Gildor (G). He suggests that your party gather with his companions in the woods later that evening. He plays a special tune for you: low note, high note, medium note, medium note. The sequence of notes is important; don't forget it.



To the left of Angrisa Boffin, near the north side of the area, is a set of stairs. At the top of the stairs waits a trio of nasty Big Dogs (H). If you fight the dogs in order, you find a Gold Coin and a Red Mushroom, but this is a difficult battle; use caution. If you decide to fight, save your game first.



When you're ready, head to the far southeast side of the area, where you find three stumps in a clearing (I). When you touch the stumps, they emit a musical note. Use them to play the tune Gildor gave you (low, high, medium, medium). When you play it correctly, you summon the Elves out of hiding and they take you to their camp for the night.



## NOTE

The house north of the meeting point has a Gold Coin in the bookcase. When you find the coin, collect it, and leave the house. Then go back inside. In some versions of the game, the coin has reappeared. You can collect this coin over and over again by exiting and re-entering the house.



Gildor tells you to avoid the Ringwraiths at all costs. He also tells you not to lose faith in Gandalf, although he has not yet arrived. When the party wakes in the morning the Elves are gone, but Sam gains a level for fulfilling a lifelong dream.

## Quests

### The Three Farthing Stone



Dougal Brackenfast says that walking three times around the Three Farthing Stone (A) is good luck. When you spy the stone Dougal was talking about, walk around it three times, and a Bronze Coin appears in the grass.

### The Woodsman



You bump into a woodsman (C) along the road. He's out of pipeweed. If you agree to give him some pipeweed, he gives you a Dagger. If that pipeweed is the pouch of Southern Star that Mr. Burrows made in Hobbiton, you also get a Bronze Coin.

### A Message for Sancho Proudfoot



Adelard Took (F) asks you to deliver a message to Sancho Proudfoot in Hobbiton. You find Sancho in one of Bag End's backrooms. You get a Gold Coin for delivering the message.

### Gildor and the Musical Stumps



Check the woods and you encounter an Elf by the name of Gildor (G). He plays a special tune with a sequence of notes you should remember: low note, high note, medium note, medium note. When you're ready, head down to the far southeast side of the area, where you find three stumps in a clearing (I). Touch the stumps to make them emit a musical note. Play Gildor's tune, and the Elves come out of hiding and sweep you away to their camp for the night.





# Maggot's Farm

Farmer Maggot's Farm

Items Legend



- ① Bronze Coin
- ② Cabbage
- ③ Blue Mushroom
- ④ Red Mushroom
- ⑤ Gold Coin
- ⑥ Bronze Coin



Home of Farmer Maggot





You begin the day next to Maggot's Farm. Farmer Maggot is known for his vigilant protection of his fields, but if you follow the road to the south, you encounter another Ringwraith. You have to pass through the farm's hedge maze to find another road.



Don't just go past the farm; explore it. Don't pick the mushrooms in the fields. Don't take the Bronze Coin in the maze; old Farmer Maggot doesn't take kindly to thieves. Go inside the farmhouse and see if anyone is home.



Head into the room on the right side of the entryway. If you didn't steal anything on your way to the house, Farmer Maggot (A) is there. He offers you his assistance and allows you to take anything that might assist you. He also mentions that you should speak with Mr. Brockhouse in Stock, who is holding a gift for your party. Pippin gains a level for his good advice when you arrived at the farm. Check the rooms in the farmhouse and speak with Mrs. Maggot before you go. Raid the fields and collect those mushrooms that were taunting you earlier.



Head south from the farm along the road to reach the next area.

### NOTE

If you stole from Farmer Maggot before entering his home, you have a different experience. No free mushrooms, no Draught, no present waiting for you in Stock, and no new level for Pippin. Be honest... or else.

## Quests



As you enter Maggot's Farm, Pippin suggests that you not steal anything from the farm. Heed his advice, and don't pick up anything until you talk to Farmer Maggot. You get several bonus items for being honest and Pippin gains a level.



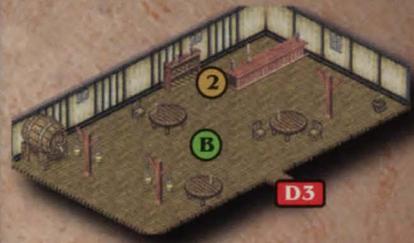


# Stock

## Items Legend

- ① Old Toby (pipeweed)
- ② Trader—Blue Mushroom (1BC), Sandwiches (1BC), Cabbage (1BC)
- ③ Bronze Coin

To Farmer Maggot's



Tavern



Home of Mr. Elm Tree



Home of Mr. Brockhouse



Bucklebury Ferry



At the end of a long road, you reach the town of Stock. There's plenty to see and do here before you continue on to Bree.



[Mr. Brockhouse] Hello sir, I have something for you from Farmer Maggot.

First, locate Mr. Brockhouse to collect that present from Farmer Maggot (A). He is in a house on the town's east side. The gift is a Sling. It isn't the greatest weapon ever designed, but it's much better than a Stick.



[Mr. Silverhand] Wish I had some pipeweed, those Black Riders are making me nervous.

Next, visit the tavern in a small wooden building in the center of town. This bar is a favorite local gathering place. Speak with the man in the center of the tavern (I) and he mentions that he wishes he had some pipeweed. You may or may not have some pipeweed on you already. If not, you can find some in the house on the north side of town (B). When you give him the pipeweed, he gives you a Cabbage. This is a useful reward.



There's a trader (2) in the tavern. Buy the Sandwiches and Blue Mushroom if you can afford them. Never pass up health items.



Battle commences! Enemy takes turn

When you're done at the tavern, head south along the road to the ferry. Some Big Dogs (C) await you on the road, so be ready to fight.



[Mr. Lightheart] You'll need something quite heavy to operate the ferry.

To use the ferry, hold down a switch on the shore (D). You need something heavy for the job—fortunately, a Cabbage does the trick. If you don't have a Cabbage, go back into town and trade some pipeweed for one, or buy a Cabbage from the trader.



Stand over the switch and drop a Cabbage onto it. This summons the ferry and holds it steady until you board. Do everything you wish to do before boarding the ferry; there's no way back here after you leave.

## Quests

### Maggot's Gift



[Mr. Brockhouse] Hello sir, I have something for you from Farmer Maggot.

If you didn't steal anything from Farmer Maggot, a gift awaits you in Stock. Speak with Mr. Brockhouse (A) in a house on the east side of town, and he gives you a Sling.

### The Nervous Barfly



Visit the small pub in the center of town. The man in the center of the bar (B) trades you a Cabbage for pipeweed. Pipeweed is in the home on the town's north side.



# Crickhollow



## Items Legend

- ① Gold Coin
- ② Stick
- ③ Draught
- ④ Sandwiches
- ⑤ Reeds
- ⑥ Bronze Coin
- ⑦ Sandwiches
- ⑧ Trader—Draught (1BC), Knife for the Dead (4BC), Boots (1BC)

Home of Mr. Roundpall



Trader's Shop



Home of Frodo Baggins



The ferry delivers you to Crickhollow, Frodo's new and false hometown. As you enter the town, you encounter Merry, the last of your Hobbit travel companions. He takes you to Frodo's new home. Explore the house and pick up items before heading into the village.



The road to Bree is no longer safe for the Hobbits, so Merry suggests that they pass through the Old Forest. A small bog blocks the path to the Old Forest. To cross it, you need Bog Shoes. Look for a lady named Gaddy Marestail (A) above the path leading to the bog. She mentions that crossing the bog requires the use of her Bog Shoes, but she doesn't offer to give them to you.



In the garden in front of the house on the south side of town grow Reeds (5). Bog Shoes are made from Reeds. Take the Reeds to Gaddy so she can make a pair of shoes for you. Continue your journey through the bog.



Stop in the house to the northwest to meet Mr. Roundpall (B). He gladly purchases Cabbages for you for one Bronze Coin if you still have one in your inventory.

## NOTE

You get one Bronze Coin from Mr. Roundpall. Sell him as many Cabbages as you like, but he only pays for the first one.



Check the house next to Gaddy Marestail's. A trader (B) inside sells fine equipment. Pick up the Knife for the Dead and the Draught if you can afford them. Together, they cost five Bronze Coins.

## Quests

### Mr. Roundpall



Talk to Mr. Roundpall (B) in the house to the northwest. He'll trade one Bronze Coin for Cabbages if you have one in your inventory. Don't be afraid to do it. You won't need Cabbages from this point forward.

### Bog Shoes



You must have Bog Shoes in order to cross the bog to the Old Forest. Look for some Reeds (5) in front of the southern home. Take the Reeds to Gaddy Marestail (A) and she'll weave them into Bog Shoes. Now you may cross the bog.



# Old Forest

Start



Home of Acacia Willowthorn



Old Man Willow



Willow Withie's Clearing



The Well



Spider's Clearing



Tom Bombadil's Musical Stumps



Hamor's Clearing



**NOTE** See following page for the map legend.

Hamor's Musical Stumps



Home of Tom Bombadil



To Barrow Downs

Home of Tom Bombadil (Interior)



Home of Acacia Willowthorn (Interior)

Items Legend

- |                |                   |              |
|----------------|-------------------|--------------|
| ① Red Mushroom | ⑥ Bronze Coin     | ⑪ Sandwiches |
| ② Red Mushroom | ⑦ Willow Withies  | ⑫ Draught    |
| ③ Stick        | ⑧ Boots           | ⑬ Squib      |
| ④ Dagger       | ⑨ Yellow Mushroom | ⑭ Gold Coin  |
| ⑤ Blue Feather | ⑩ Gold Coin       | ⑮ Cabbage    |

# Old Forest



The Old Forest is confusing. Paths go in every direction, and where they lead is sometimes a mystery. You must follow specific paths to reach particular destinations and complete some of the goals. If you go the wrong way, you end up where you started, and one of the Hobbits mentions feeling as if he's walking in circles.



When you start exploring the forest, all but one path leads to the same spot. That's because a particular event creates the need for other paths. Head northeast two screens to find an area containing a stream. Explore farther to encounter Old Man Willow (A) that isn't happy about your presence. Old Man Willow grabs Merry and Pippin and holds them. You must rescue them before you can go any farther.



Head to the south to reappear at the starting point (B). Head right one screen, then down a screen to find a well (C). Drop a coin in the well to hear a tune: note 1, note 2, note 3, note 4. You have an idea of what this means from your previous encounter with the Elves. Head into the woods.



Head right through three screens, being wary of enemies along the way. Save your game! At the end of the path are four musical stumps (D) similar to the ones used to summon the Elves. Using the stumps, play the tune from the well. Tom Bombadil bounds onto the scene. Tom says he can help free the Hobbits from Old Man Willow, but he needs you to find his feather first.



Return to the starting point (B). Head left through two screens to find Tom's home (E). Look for the Blue Feather (5) in the southeast corner. It's protected by a couple of spiders, whom you have to fight to get it. With the Blue Feather in your possession, head to the start and follow the same path as before to reach Tom (D).



When you return the Blue Feather to Tom, he offers you advice for dealing with Old Man Willow. He suggests that if you can find some Willow Withies, you can plant them near Old Man Willow. That will please the tree enough to set the Hobbits free.



From the start (B), head northwest one screen, then southwest two more screens. The Willow Withies (7) are on a trail. Grab them, and go to the starting point.



To reach Old Man Willow (A), go northeast once, then northwest, then northeast again. Take the Willow Withies to the base of Old Man Willow, and they're automatically planted. You've made Old Man Willow happy. It releases the trapped Hobbits. Either get out of the woods, or look around.



If you choose to look around, go southeast once, then northeast twice. This leads you to a pair of spiders guarding Boots (10) and a Yellow Mushroom (11).



Find Acacia Willowthorn (F) by heading northwest once, southwest twice, and finally southeast. She's stuck outside her house, thanks to some spiders. Go inside and defeat the spiders, and she gives you a Health Potion and a Bronze Coin. She also mentions the Willow Withies and how they can be used to free your friends.



If you go northwest once, southwest twice, northwest again, and finally northeast, you encounter Hamor (G). Eight trailing plants have trapped him. If you save him, he sings a tune: high note, low note, medium note, low note.



**Sneak around the plants to the south and reach Hamor without fighting.**



Travel northwest, southwest twice, northwest, then southwest to find three musical stumps (H). Use these to play Hamor's tune, and a Knife for the Dead appears.



When you finish exploring, head to the start (B) and go northwest until you reach Tom Bombadil's home (E). Check out his house. Speak with Tom to level up Merry and Pippin. There are also items here and there. Pass through Tom's house to reach the valley.

## Quests

### Old Man Willow



Old Man Willow (A) traps Merry and Pippin when you explore the woods. To free them, you need Willow Withies (7). From the start (B), go northwest once, then southwest twice, and take the Willow Withies to Old Man Willow.

### Tom Bombadil



Travel southeast through three screens to find musical stumps (D). Play them in this order: note 1, note 2, note 3, note 4. Tom Bombadil appears and asks you to find his feather in return for information on how to free your friends. Return to the start (B), and head northwest two screens to find Tom's home (E). Look for the Blue Feather (5) in the southeast corner. Return to the start and follow the same path to reach Tom (D). If you return to Tom's home after saving your friends and speak to him again, he rewards you with items and a level-up for both Merry and Pippin.

### Acacia Willowthorn



Travel northwest once, southwest twice, then southeast to find Acacia Willowthorn (F). Her home is overrun with spiders. Defeat the spiders and she gives you a Health Potion, a Bronze Coin, and some helpful advice.

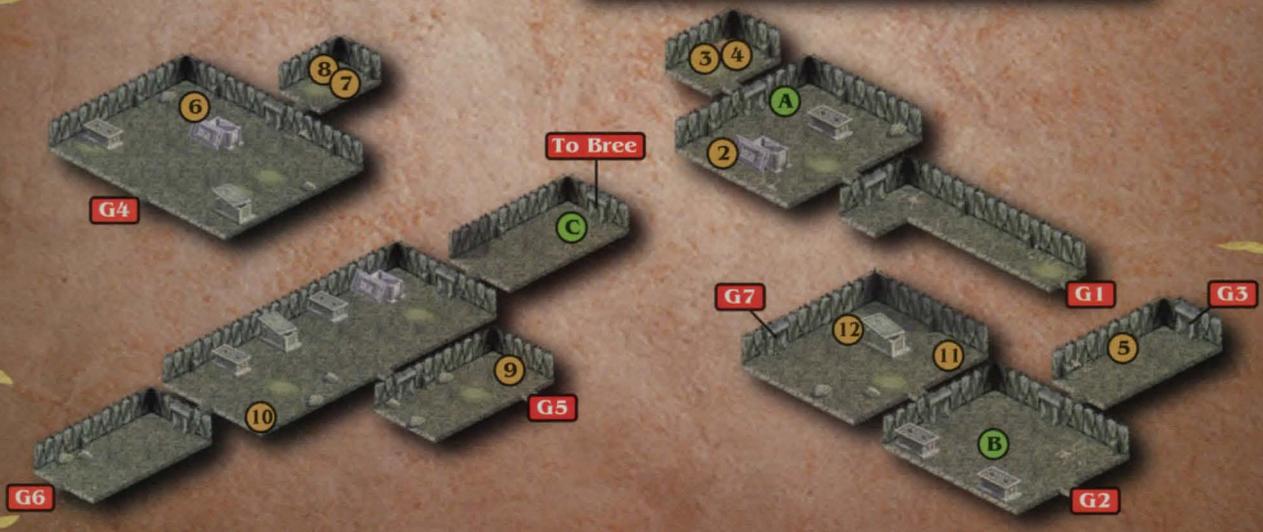


# Barrow-downs



## Items Legend

- |                |                             |
|----------------|-----------------------------|
| ① Acorns       | ⑧ Fine Small Leather Armour |
| ② Barrow-blade | ⑨ Gold Coin                 |
| ③ Bronze Coin  | ⑩ Reeds                     |
| ④ Small Shield | ⑪ Bronze Coin               |
| ⑤ Barrow-blade | ⑫ Small Helmet              |
| ⑥ Barrow-blade |                             |
| ⑦ Sling        |                             |





The path from Tom's home leads to a foggy area known as the Barrow-downs. Slip through the fog to reach the town of Bree, a short distance away.



Check northeast of the first clearing to find Acorns (1) on the ground. They aren't food, but they're still useful.



Enter the tunnel on the northwest side of the area. This leads you to a sealed door guarded by a Barrow-wight (A). After defeating the enemy, you find a clue for how to get through the door: "An oak drops it to the floor, only an acorn will open this door." Place the Acorns inside the hole in the wall, and the door unlocks. Beyond the door you find a Bronze Coin (3) and a Small Shield (4).



**Give the Small Shield to the Hobbit who gets attacked the most. This is usually Pippin. He's in the hot seat, because even when facing a single enemy, he's always in the enemy's line of fire.**



Exit the tunnel and go to the second tunnel in the first area. This door leads to a room with doors heading left and right (B). Use the door on the right first.



When you exit the tunnel, continue straight to enter another. Defeat or dodge the enemies inside and collect the Fine Small Leather Armour (8) and a Sling (7) from the room in the back.



Exit the tunnel and head northwest to find another entrance. Go inside and head left, following the tunnel around to find items you passed up earlier. When you've looped all the way around, defeat the Barrow-wight and grab the Reeds (10) from the corner before continuing.



Past the Barrow-wights, is a door locked by a riddle (C) "Found by bog or stream, worked into shoes by the woodsman's weave." Sounds like it's talking about your Bog Shoes, which were made from Reeds. Put the Reeds inside the hole in the wall to unlock the door. Bree is a sprint away!

## Quests

### The Riddles



You must solve two riddles in this area. Both require the use of an item to unlock a door. The first riddle (A) is: "An oak drops it to the floor, only an acorn will open this door." This one is simple, because it says that an acorn opens the door. Use the Acorns (1) and the door opens.



The second riddle (C) is: "Found by bog or stream, worked into shoes by the woodsman's weave." You know that Bog Shoes are made from Reeds. Find the Reeds (10) southwest of the door and use them to open it.

# Bree



To Barrow-downs



## Items Legend

- ① Small Helmet
- ② Trader—Old Boot (1BC), Squib (1BC), Yellow Mushroom (1BC)
- ③ Sling
- ④ Trader—Sandwiches (1BC), Sling (1GC), Fine Sword (1GC, 2BC)
- ⑤ Trader—Small Helmet (1GC), Old Boot (1BC), Sandwiches (1BC)
- ⑥ Bronze Coin
- ⑦ Dagger
- ⑧ Draught
- ⑨ Trader—Leather Armour (2BC), Small Leather Armour (2BC)

The Prancing Pony District



To Midgewater Marshes



The Prancing Pony



**NOTE**

See previous page for map legend.



Home of Lugo Goatleaf



Home of Agos Goatleaf



Home of Barklos Appledore



Home of Amos Appledore



Bree Armory



[Pippin] Mr Appledore, we have a message for you from Mr Bracegirdle of Hobbiton.

As you enter Bree, visit the house on your left to find Amos Appledore (A). In Hobbiton, Mr. Bracegirdle gave you a message to deliver to Mr. Appledore. Hopefully, you've held on to it. Do so and you're rewarded with one or two levels for Pippin.



Head to the northwest section, and visit the trader (5) on the northwest side of the square. He is selling Sandwiches, a Small Helmet, and Old Boots. Get those Sandwiches even if you pass on the other items.



[Aragorn] I am a Aragorn, though most call me Strider, and I must have a reward for what I have to tell you.

When you're ready, head through the northwest door and enter the second room (D), the Hobbits' sleeping quarters. Aragorn enters the room unannounced and asks to join your party. You also receive a letter from Gandalf apologizing for not meeting you at Bree and suggesting you continue on to Rivendell and speak with Elrond. Aragorn mentions taking the upstairs rooms, but there's nothing left to do in The Prancing Pony, so head back outside.



[Barliman Butterbur] Good evening, little Masters! And welcome to the Prancing Pony. What may you be wanting?

In the next part of town, a trader (2) is in the first house on the left. He's selling Old Boots, a Squib, and a Yellow Mushroom. A second trader (4) in a house on the northeast side of the square is selling Sandwiches, a Sling, and a Fine Sword. Buy the Yellow Mushroom, the Sandwiches, and the Fine Sword. The Hobbits can't use the sword, but you'll meet someone who can.

Look for The Prancing Pony on the southwest side of the square. Inside, you meet Barliman Butterbur (B), the inn's proprietor, and learn that a room awaits you. If you talk to everyone, you also meet Aragorn, also known as Strider.

## NOTE

**Aragorn comes equipped with Narsil as his weapon. It would be powerful if it weren't broken. Replace it with the Fine Sword, which can be bought from a trader. Aragorn is not effective in combat with a broken weapon.**



[Rali] Someone stole my Boot. I was just having a snooze and someone took it off me.

Enter the southwest room. Talk to the Dwarf named Rali (C) in the corner, and he tells you how he lost a boot. If you bought the Old Boot from the trader (5) to the north of The Prancing Pony, speak to Rali a second time. He accuses you of stealing the boot, but if you give it to him you earn a Gold Coin and Sam goes up a level.



[Jacob Forge] Welcome to the Bree armoury. I have been instructed by, er, a friend to make you one piece of armour only. Which will you have? Armour for Hobbits or for

Head to the northeast part of town where the second gate is located. Stop at the shop on the northwest side of the square. Jacob Forge (9), a blacksmith, informs you that he has been asked to make you armor. Pick up both sets of armor if you can afford them. Get the Leather Armour for Aragorn; he takes most of the damage in fights to come.



## Quests



[Riddle] Two eyes, a nose, and a gaping mouth, forged by fire, square or round.

To leave Bree, you must solve a riddle (E): "Two eyes, a nose, and a gaping mouth, forged by fire, square or round." If you talked to everyone in The Prancing Pony, you know that the answer is a helmet. Put one of your helmets in the hole next to the gate; you'll lose the helmet, but you have no choice.

### Message for Amos Appledore



[Pippin] Mr Appledore, we have a message for you from Mr. Bracegirdle of Hobbiton.

If you got the message for Amos Appledore (A) in Hobbiton, deliver it. Find him inside the first house on your left as you enter town. Your reward for delivering the letter is two levels for Pippin.

### Rali's Stolen Boot



[Rali] Someone stole my Boot. I was just having a snooze and someone took it off me.

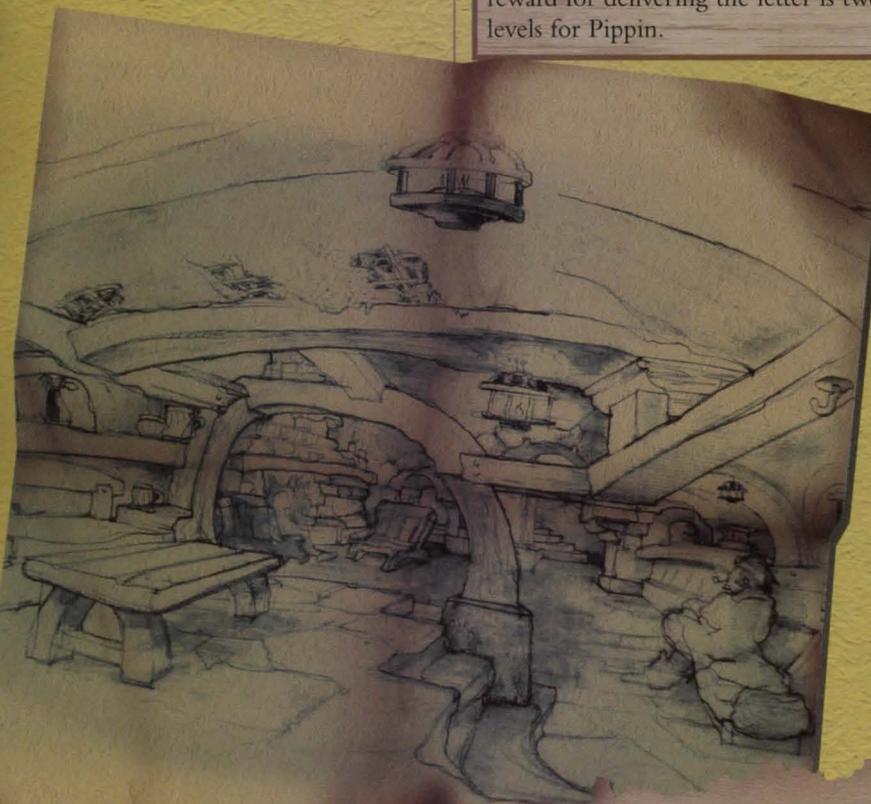
You meet a Dwarf named Rali (C) in the southwest room of The Prancing Pony. He's lost a boot—or rather it was stolen while he slept. His missing boot is the Old Boot the trader (5) in the north part of the square is selling. Buy it, then speak with Rali. He accuses you of stealing, but if you give it to him, you earn a Gold Coin and Sam goes up a level.

### The Exit Riddle



[Riddle] Two eyes, a nose, and a gaping mouth, forged by fire, square or round.

The northern exit (E) is locked, and you must solve a riddle to open it. The riddle is: "Two eyes, a nose, and a gaping mouth, forged by fire, square or round." The answer is a helmet. Place one of your helmets in the hole next to the door to unlock it.





# Midgewater Marshes



Outside of Bree



Caves East of Bree



Road East of Bree

To Weathertop



Midgewater Marshes

To Weathertop

## Items Legend

- |  |                   |
|--|-------------------|
| ① Athelas  | ⑧ Yellow Mushroom |
| ② Sling  | ⑨ Yellow Mushroom |
| ③ Small Shield   | ⑩ Necklace        |
| ④ Gold Coin  | ⑪ Small Shield    |
| ⑤ Athelas  | ⑫ Red Mushroom    |
| ⑥ Trader—Fine Small<br>Leather Armour (1GC),<br>Small Shield (1GC,<br>2BC), Dagger (1GC) | ⑬ Red Mushroom    |
| ⑦ Athelas  | ⑭ Gold Coin       |
|  | ⑮ Small Shield    |
|  | ⑯ Leather Armour  |



As you leave Bree, you come to a split road (A). Aragorn suggests that you pass through the Midgewater Marshes, because the Ringwraiths are searching for the One Ring. The path to the marshes is straight ahead, but another road runs to the right.



You meet two groups of bandits. The leader of the group to the south is angry with his brother (B), the leader of the group to the north, for stealing his mother's necklace. The leader of the group to the north (C) claims that his brother stole their father's necklace. Perhaps you can help.



Head south to find a trader (6). Buy the Fine Small Leather and Small Shield if you need them. The Dagger isn't worth purchasing. If you need money, there are some Big Dogs nearby guarding a Gold Coin (4) and *athelas* (5).



A pack of Big Dogs (D) blocks the southern path. If you defeat them, Aragorn gains a level.



Go to the north and look for a path going through the trees to stairs leading to a cave. Enter the cave and go upstairs. Fight the spiders to get a Necklace (10).



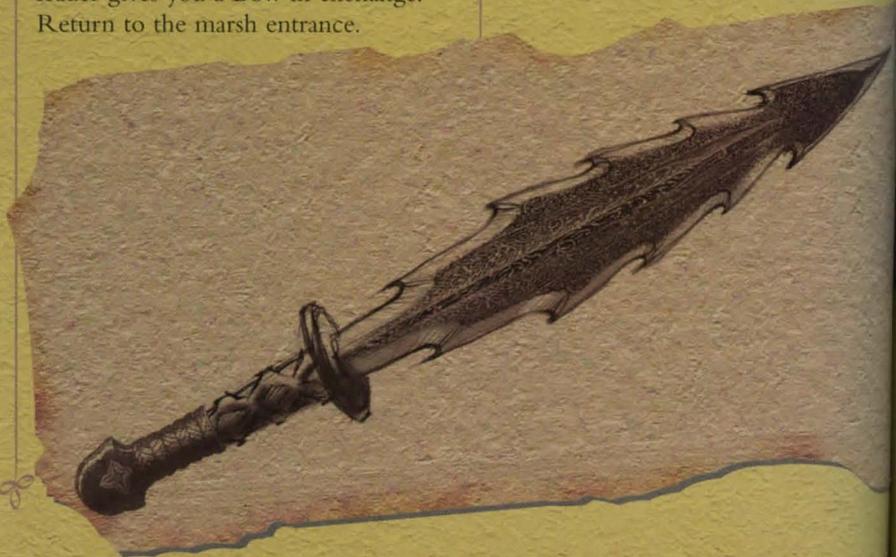
Return to the bandits in the north (C) and show them the Necklace. The leader gives you a Bow in exchange. Return to the marsh entrance.



Cross the marshes to encounter an old woman (E). She asks you to defeat a wight causing trouble in the area. Find the Barrow-wight (F) to the west. Defeat it and return to the old woman for a Gold Coin and a Fine Sword.



Head back to find three switches (G) on the ground that control four stone blocks in the water. Press the switches to raise the blocks and cross safely. Hit the two switches on the left and right of the stone path. Leave the one in the center alone.



# Midgewater Marshes



Continue through the marsh to find a second switch puzzle (H). Hit the right switch, the bottom switch, then the top switch.



Cross the blocks, and head northwest to find a puzzle with five blocks (I). This one requires speed. Hit the top right switch, then run to the left switch. Sprint onto the bottom right switch and angle to the top right switch. If you are fast enough, the path is stable. Now you can reach the treasure on the other side.



Backtrack to look for the last puzzle (J) to the northeast. Press the top left button, then walk over the top right button. Next, trigger the button on the bottom left, then the one on the bottom right. Press the top left button to finish. Your reward for solving all the puzzles is a new level for Sam.

## Quests

### The Stolen Necklace



You face two groups of bandits. The leader of the northern gang (C) is angry with his brother, the leader of the southern group, because he claims his brother stole their father's necklace. The leader of the gang to the south (B) is lying. Look for a path through the trees to the northeast that leads to some stairs up to a cave. Fight the spiders inside the cave to get the necklace (10). Return the necklace to the bandits in the north, and the leader gives you a Bow.

### The Noisy Wight



An old woman (E) in the marsh asks you to defeat a wight in the area. The Barrow-wight (F) is to the west. Defeat it and return to the old woman for your reward: a Gold Coin and a Fine Sword.

### Switch Puzzles



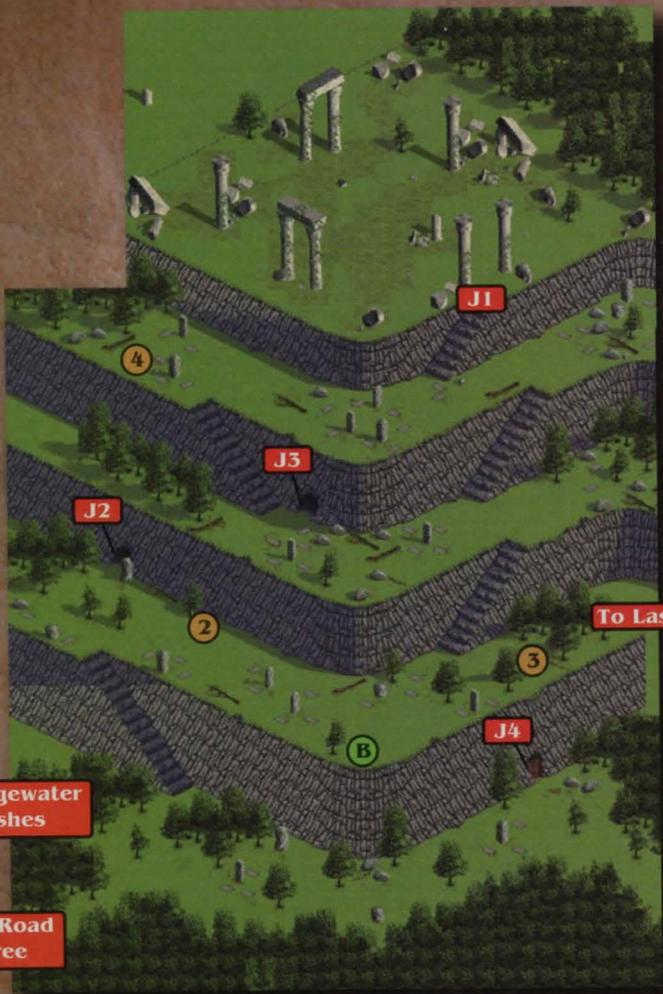
You must solve several switch puzzles to cross the marsh. The solutions are as follows:

- Puzzle #1 (G): Left, right
- Puzzle #2 (H): Right, bottom, top
- Puzzle #3 (I): Top right, left, bottom right, top right (must be done quickly)
- Puzzle #4 (J): Top left, top right, bottom left, bottom right, top left

Complete all the puzzles and Sam gains a level.



# Weathertop

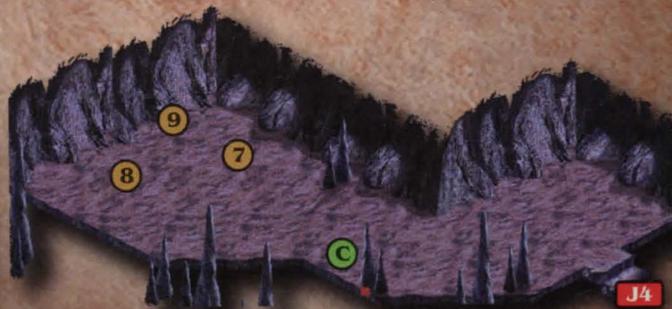
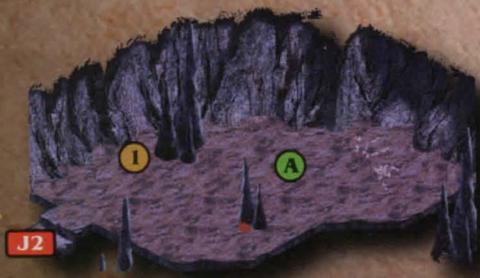


## Items Legend

- ① Bronze Coin
- ② Athelas
- ③ Athelas
- ④ Athelas
- ⑤ Sword
- ⑥ Bronze Coin
- ⑦ Small Dwarf Chain Mail
- ⑧ Fine Sling
- ⑨ Elven Dagger



Weathertop Caves



# Weathertop



## Quests

### Message for Bikli Rainshield



Look for a dwarf named Wickli Rainshield (A) in the first cave in the mountain. He asks you to take a message to his brother at Last Bridge. When you find his brother, Bikli Rainshield, he gives you a couple of Squib Fireworks and Frodo's level increases.



Go up the staircase outside the cave and around to the east. Use the ascending stairs to reach the top of Weathertop (C). Aragorn suggests that you camp here. To set up camp, walk to the center of the mountaintop.



The camp is attacked by Ringwraiths, and Frodo is wounded by one of their swords. Such a cursed wound is lethal if left untreated, but the curse cannot be broken by normal means. If Frodo is to survive, the party must search for a cure. Aragorn mentions finding Athelas, which you have, but using this item heals only some of Frodo's health points. Only a magical cure breaks the curse.



Head to the bottom of the mountain, then go to the east. The door that was blocked by a Ringwraith is now accessible; so hit the switch (B) on the way down. Inside, you'll battle spiders and find some Small Dwarf Chain Mail (7), a Fine Sling (8), and an Elven Dagger (9). When you've collected and equipped the items, head out of the cave to the east.



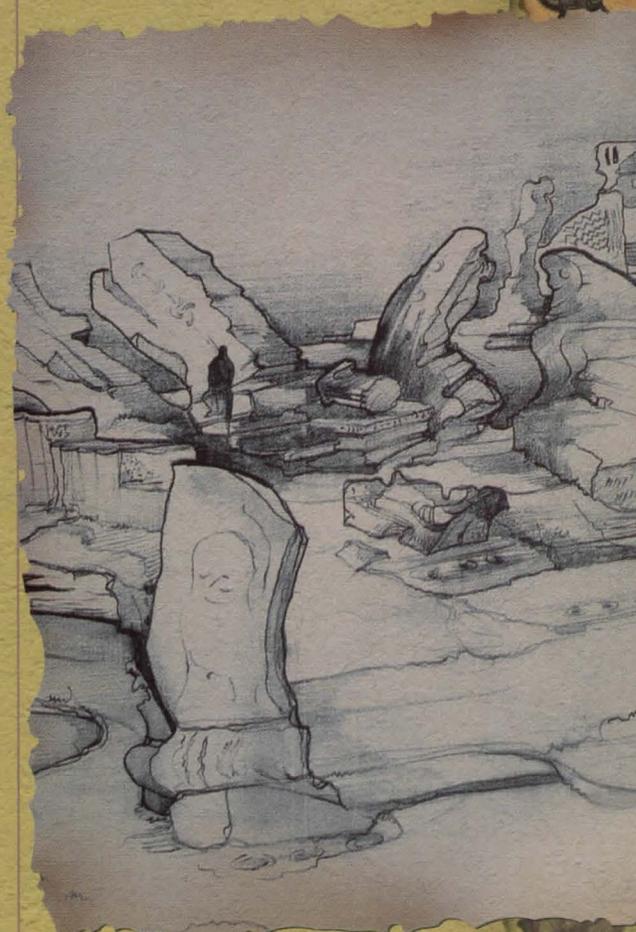
The path through the marsh leads to a mountain. Use the stairs to climb to the first tier, and enter the cave at the top of the steps. A dwarf named Wickli Rainshield (A) is inside. He asks you to take a message to his brother at Last Bridge, and warns you of trolls ahead. Accept this task.



Exit the cave, and head around the mountain to the southeast. A switch (B) is on the ground. Step on it to open a door below you. You can't reach this door because a Ringwraith is roaming that area.



Go up two more tiers, using the two staircases above the switch. Follow the mountainside to the southwest, to a descending staircase. At the bottom, locate a cave containing a Sword (5) and a Bronze Coin (6). The Sword isn't worth picking up.



# Last Bridge

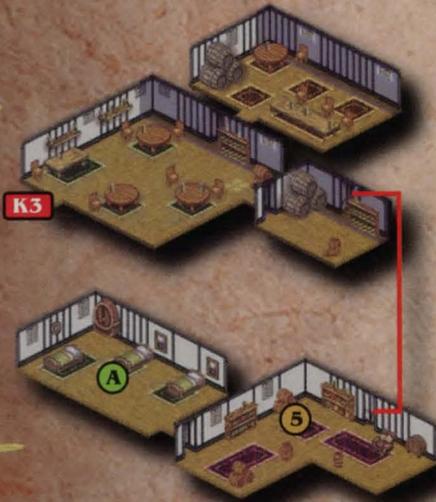


West



Healer's Home

Trader's Home



Inn



East



Caves



- |   |  |                   |  |                   |
|---|--|-------------------|--|-------------------|
| ① Hazelnuts   | ⑤ Trader—Sandwiches (1BC), Watercress (1BC), Cabbage (1BC) | ⑩ Red Mushroom    | ⑭ Fine Dagger  | ⑲ Boots           |
| ② Bronze Coin   | ⑥ Elfstone   | ⑪ Yellow Mushroom | ⑮ Gold Coin  | ⑳ Yellow Mushroom |
| ③ Trader—Spider Slicer (2GC), Fine Dagger (1GC, 1BC), Troll's Curse (2GC) | ⑦ Watercress   | ⑫ Troll's Curse   | ⑯ Athelas  | ㉑ Gold Coin       |
| ④ Trader—Boots (1BC), Small Helmet (1GC), Fine Bow (1GC, 2BC)             | ⑧ Gold Coin  | ⑬ Sunstar         | ㉒ Trader—Squib (1BC), Sunstar (1GC), Small Shield (1GC, 2BC) | ㉓ Watercress      |
|   | ⑨ Small Leather Armour                                     | ⑭ Fine Sling      | ㉔ Athelas  | ㉔ Red Mushroom    |
|   | ⑩ Hazelnuts  | ⑮ Hazelnuts       | ㉕ Bronze Coin  | ㉕ Small Helmet    |
|   | ⑪ Blue Mushroom  | ⑯ Small Shield    | ㉖ Cabbage  | ㉖ Gold Coin       |
|   |  | ⑰ Elven Dagger    |  |                   |
|   |  | ⑱ Gold Coin       |  |                   |



The party reaches Last Bridge after several days of travel. Frodo's condition has not improved, but perhaps they can find someone who knows of a cure.



Check the east side of town to find a trader (③) selling weapons. They're expensive, and you don't need them all, but you should get the Troll's Curse. It's useful when you face trolls. If you want to wait, you find one of these swords soon.



Enter the building above the trader. Search upstairs to find Bikli Rainshield (A), Wickli's brother, and give him Wickli's message. He gives you a

couple of Squib fireworks, and Frodo's level increases.



Visit the house on the north side of town to find another trader (④). If you can afford it, replace that helmet you lost in Bree.



Stop at the house in the south corner. The woman (B) inside offers to create a cure for Frodo if the party gives her Streambeard and Bush Bells. Find the Bush Bells (Hazelnuts) (①) behind the inn. Purchase the Streambeard (Watercress) from the trader (⑤) inside the inn. You can get the Streambeard free (⑦) after crossing the river, if you want to wait. Bring the items back to the woman. She cures Frodo and gives you a Health Potion.



**You only need one Hazelnut and one Watercress, but you can find or purchase three. Drop any extras; they take up inventory space.**



Leave the town heading southeast, and enter the Trollshaws. Trolls are nasty and powerful, so avoid them. You don't gain experience from battles and can't loot corpses, so there's no reason to fight if you don't have to.



Locate the large Troll footprints (C) on the ground as you cross the bridge. Follow them to the rocks in the center. Go around the left side of the pillar, then follow the tendril on the right. This unlocks the door to the north.



Pass through the door with caution. You'll encounter your first Troll inside.

# Last Bridge



Eliminate the Troll, then explore the small cave to find three Mushrooms and a Troll's Curse (14).



Continue southeast to the next area. This is the heart of the Trollshaws, so keep up your guard. Follow the stairs up the mountainside, and enter the cave at the top. Go up the first staircase. The path splits. Find the Hazelnuts and Watercress to cure Frodo if you haven't already, and kill a few Trolls to find other items.



Head down the right staircase. Use the staircase outside the cave on the left, then head west to find a Hazelnut (17).



Defeat the Troll (D) in the cave behind the stone Trolls, and Aragorn gains a level.



Backtrack up the stairs and through the cave to the first split. Head upstairs and around until you are outside the cave. To the southwest, locate a trader (24) selling Fireworks. Buy any goods you

need, then descend the stairs to the east. A Watercress (31) is at the bottom, guarded by a Troll.



You've made it through the mountain, but one last Troll stands in your way. Defeat it. Make sure you've done everything you want to do here; you can't return.



[Aragorn] Frodo, I think it best if we keep behind and fend off any riders. We will meet you at the Ford.

Check the sides of the path for items as you head northeast. At the road, you run into several Ringwraiths (E). Frodo flees as his companions try to hold the enemy back, but the Ringwraiths give chase. Only the power of magic can save Frodo.

## Quests

### Message for Bikli Rainshield



[Frodo] We have a message for your brother who is stuck in Weathertop.

Search the upstairs of the large building before the bridge to find Bikli Rainshield (A), brother of the Dwarf stuck in Weathertop. Give him his brother's message and he gives you a couple of Squib Fireworks. Frodo's level also increases.



### Bush Bells and Streambeard



[Herbalist] That's a nasty wound you have Mr. Baggins. I can cure it if you find me some Streambeard and Bush Bells.

Speak with the woman (B) in the southern house, and she offers to cure Frodo if the party finds some Streambeard and Bush Bells. To complete this quest, pick up the Bush Bells (Hazelnuts) (1) from behind the inn and the Streambeard (Watercress) (7) after you cross the river. Return them to the woman, and she cures Frodo and gives you a Health Potion.

### Treasure Cave



[Sam] Well done, Frodo.

Notice the Troll footprints (C) on the ground past the bridge. Follow the footsteps to the rocks in the area's center, passing them on the left and the right tendril. This unlocks the Troll's cave at the end of the tracks. Battle the Troll in the cave to take its treasure: three Mushrooms and a Troll's Curse (14) sword.

# Rivendell



## Items Legend

- ① Empty Phial
- ② Small Helmet
- ③ Leather Armour
- ④ Normal Shield

# Rivendell



[Frodo] Gandalf!

The party reaches Rivendell intact and finds Gandalf waiting for them. He welcomes them to the Elven city and asks them to join the Council.



[Elrond] Welcome, Frodo son of Drogo. Welcome, Gandalf the Grey.

Join the Council in the room to the northwest (A). Speak with Elrond, and the meeting commences. The decision: The One Ring must be destroyed. But who will take this dangerous task? Gandalf, Legolas, Gimli, and Boromir join Frodo and company. Together the nine heroes vow to take the One Ring to Mount Doom and cast it into the fires in which it was created. The meeting is adjourned and the new heroes go to the city's exit to await Frodo. Explore the city; there's plenty to do before you leave.



[Bilbo] Hullo, Frodo, my lad! So you have got here at last. Have you got the Ring?

Go up the staircase inside the Council chambers. Locate a bedroom at the top, wherein you discover Bilbo Baggins (B). The old chap is happy to see Frodo, and presents him with his Mithril Coat and Sting, his legendary sword.



[Elrond] If you bring me an empty Phial, I will fill it with Miruvor.

Next, speak with Elrond (A). He offers to create a healing potion if you bring him an Empty Phial (I). Check the staircase in the room to the southeast of the main chamber. Bring the Empty Phial to Elrond to get *miruvor*.



[Lady Arwen] Greetings. I am Lady Arwen, daughter of Elrond. I have a gift for you, Frodo, but it must be earned and returned to me here.

To the southwest of the main room, you find the beautiful Lady Arwen (C). She has a gift for Frodo, but says that it must be earned and brought back to her. Cross the main room to the room on the northeast side. Speak with Lindir (D), and he sings a tune for you: note 1, note 2, note 3, note 2, note 4. Go into the main room and use the door on the southeast side to find four musical flowerpots (E). Play the tune, and Lady Arwen's Amulet appears on the floor. Take the amulet back to Lady Arwen, and Frodo gains a level.



[Glorfindel] I dropped a green Elfstone at the Last Bridge as a sign that you were going the right way.

Speak to Glorfindel (F) in the room southeast of the main chamber. He lost an Elfstone near Last Bridge. If you found the stone at Last Bridge, hand over the stone, and Pippin goes up a level.



[Gimli] Frodo, those elves are playing games! They stole my Axle! I can't leave without it.

Find Gimli near Rivendell's exit (G). He's upset because some of the Elves stole his axe. You have to find it and return it to him before you leave Rivendell. Go to the Council chamber, and enter the door in the northeast wall. Speak with Arndir (H). He says he will return the axe, if you show him a blade that stings. He's talking about Sting, Bilbo's legendary weapon, which you have. If you don't, find Bilbo (B) above the Council chamber, then return here. Bring the axe to Gimli. You may leave at any time.



### Quests

#### Bilbo's Present



[Bilbo] Hullo, Frodo, my lad! So you have got here at last. Have you got the Ring?

Visit Bilbo Baggins (B) in the room above the Council chambers. He presents Frodo with his legendary sword, Sting, and his Mithril Coat.

#### Elrond's Task



[Elrond] If you bring me an empty Phial, I will fill it with Miruvor.

Speak with Elrond (A) in the Council chamber, and he offers to create a healing potion if you bring him a phial to put it in. Check the staircase in the room to the southeast of the main room to find an Empty Phial (I). Bring it back to Elrond, and get Miruvor in exchange.



#### Lady Arwen's Gift



[Lady Arwen] Greetings. I am Lady Arwen, daughter of Elrond. I have a gift for you, Frodo, but it must be earned and returned to me here.

Speak to Lady Arwen (C) in the room southwest of the main room. She mentions having a gift for Frodo, but says that it must be earned and brought back to her. Cross the main room to the room on the northeast side, and speak with Lindir (D) to hear the tune: note 1, note 2, note 3, note 2, note 4. Go into the main room and use the door on the southeast side to find four musical flowerpots (E). Play the tune, and Lady Arwen's Amulet appears on the floor. Return the amulet to Lady Arwen. Frodo gains a level.

#### The Elfstone



[Glorfindel] I dropped a green Elfstone at the Last Bridge as a sign that you were going the right way.

If you have the Elfstone in your inventory, speak with Glorfindel (F) in the room southeast of the main chamber. He mentions having lost an Elfstone near Last Bridge. Hand over the stone and Pippin gains a level.

#### Gimli's Axe



[Gimli] Frodo, those elves are playing games! They stole my Axe! I can't leave without it.

Gimli (G) is angry because some of the Elves stole his axe. You can't leave Rivendell until you find it. Enter the room to the northeast of the Council chamber. Speak with Arndir (H). He gives you Gimli's axe if you show him a blade that stings. He means Sting, which you should already have. If you don't, go find Bilbo (B) above the Council chamber and then return here. Take the axe back to Gimli, and you may leave when you wish.

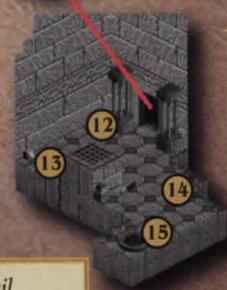
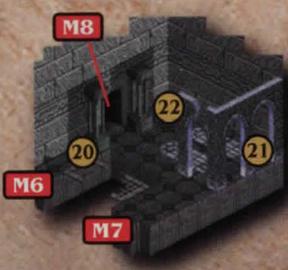
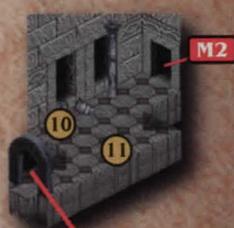
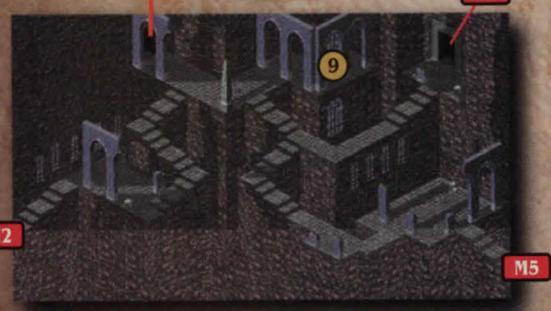
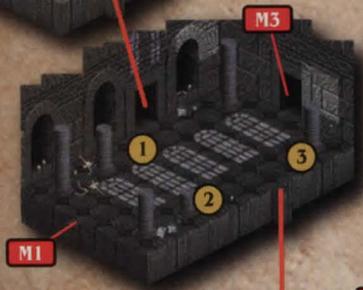
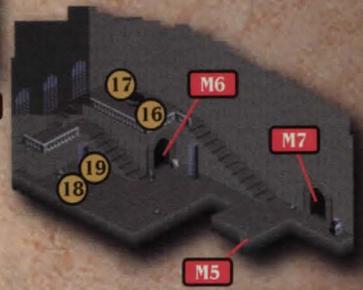
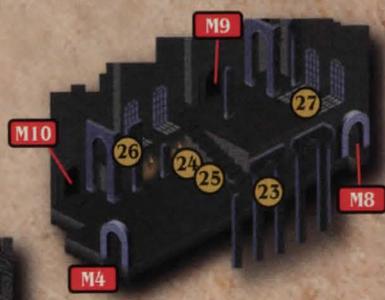
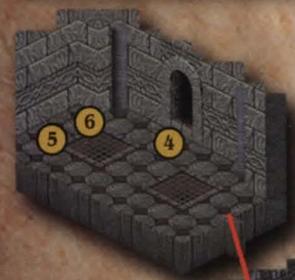
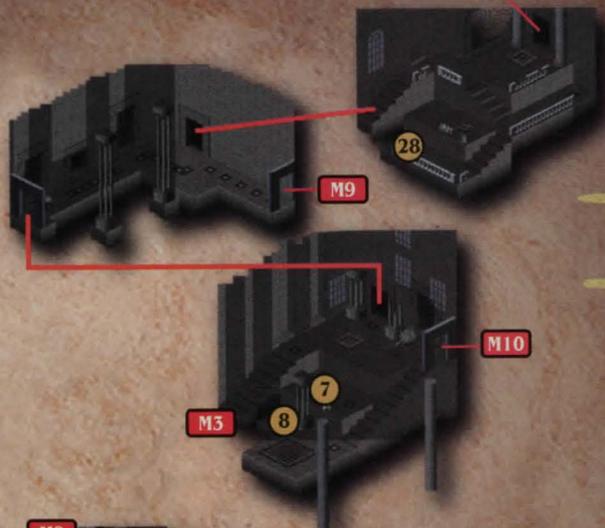


# Mines of Moria (part 1)

Moria Gate



To Mines of Moria (Part 2)



## Items Legend

- |                |                 |                   |                |               |
|----------------|-----------------|-------------------|----------------|---------------|
| ① Rune E       | ⑦ Orc Liquid    | ⑬ Health Potion   | ⑲ Rune E       | ⑳ Chain Mail  |
| ② Small Helmet | ⑧ Sling         | ⑭ Fine Sword      | ⑳ Rune I       | ㉑ Bronze Coin |
| ③ Rune F       | ⑨ Health Potion | ⑮ Leather Armour  | ㉑ Small Shield | ㉒ Orc Liquid  |
| ④ Rune N       | ⑩ Rune I        | ⑯ Rune R          | ㉒ Rune I       | ㉓ Orc Liquid  |
| ⑤ Squib        | ⑪ Squib         | ⑰ Sword           | ㉓ Helmet       |               |
| ⑥ Orc Biter    | ⑫ Gold Coin     | ⑱ Yellow Mushroom | ㉔ Rune I       |               |





The party tries to reach its destination, but is forced to head for the Mines of Moria. The legendary Dwarf city is hidden from ordinary travelers, but Gandalf locates its entrance. Don't pass through the doors until you're ready; there's no turning back.

### NOTE

Spread out your gear among your new allies. You don't want anyone using substandard gear when you have something better in your backpack. Aragorn's sword, Narsil, has been re-forged and is as good as new—or better. It is now called **Andúril**. Equip it!



Moria is a maze of tunnels and bridges blocked by gates and protected by runes. Collect runes while exploring, then decide where to use them to reach your goal. Some doors needn't be opened, others need be. Use the maps and this walkthrough to help you decide. Open the necessary doors first, then open others to pick up treasures.



Orcs and Goblins heavily guard the halls. Save often, and conserve your healing items. You need them. Combat is generally optional, so find ways around battles.



Use a Rune E to open the gate in the northwest wall. Enter the room to find a Rune N (4), an Orc Biter (6), and Squib fireworks (5).



Pass through the southeast door and onto the ledges. Take the southwest stairs to a group of Orcs guarding a rune (10) and Squib (11) fireworks. Collect the Rune I after the battle and continue down the path to the southwest to find more items.



Backtrack up the stairs to the ledge above. Follow it around to the east, then use the stairs heading southeast. When the stairs split, take the southwest set. They lead you to another encounter. Enter the next room and climb the stairs to find a Rune R (16). Head down the opposite side, and challenge the Goblins to find a Rune E (19) and a Yellow Mushroom.



Near the Goblins, locate an arched doorway. Pass through to find a Rune I (20) next to a broken bridge. Grab the rune and go back the way you came. Use a Rune F to open the gate on the east side of the room, and pass through. A Rune R opens another gate that takes you to the final room.



This room has two gates and one gigantic Troll. Go up the stairs and use a Rune I to open the gate. Pass through and be ready for another battle. Use the door behind the Orcs, then head up the stairs and through a gateway. Do everything you want to do in this section before passing through the door. You won't be able to return.



# Mines of Moria (part 2)

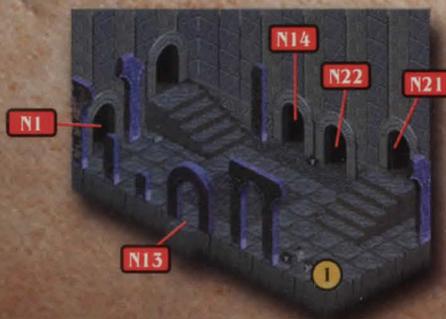
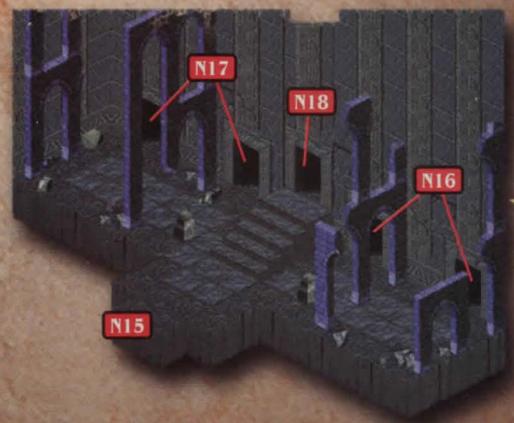
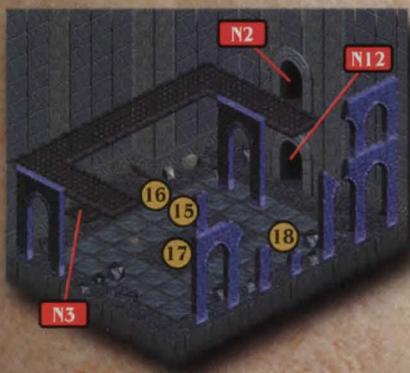
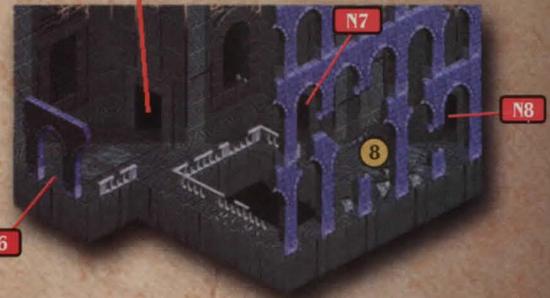
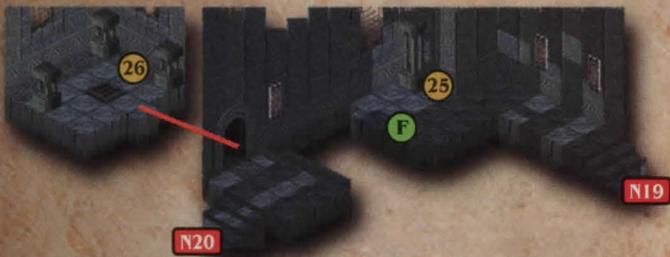
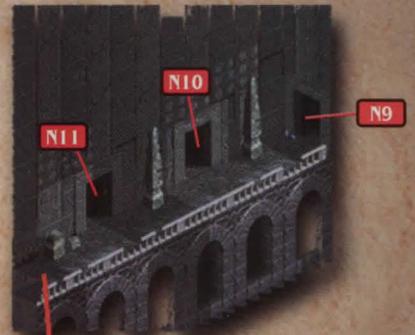
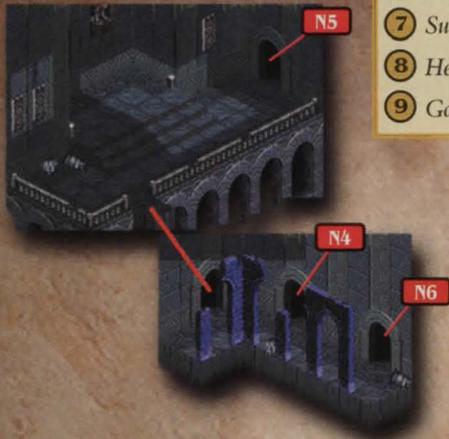


## NOTE

See page 172 for the map legend.

## Items Legend

- |                 |                        |                              |                              |
|-----------------|------------------------|------------------------------|------------------------------|
| ① Rune R        | ⑩ Fine Bow             | ⑱ Fine Axe                   | ②⑥ Find Small Leather Armour |
| ② Sunstar       | ⑪ Rune R               | ⑲ Rune I                     | ②⑦ Rune F                    |
| ③ Squib         | ⑫ Rune E               | ⑳ Squib                      | ②⑧ Health Potion             |
| ④ Squib         | ⑬ Bronze Coin          | ㉑ Elven Bow                  | ②⑨ Orc Liquid                |
| ⑤ Health Potion | ⑭ Spider Slicer        | ㉒ Rune E                     | ③⑩ Orc Liquid                |
| ⑥ Helmet        | ⑮ Elven Leather Armour | ㉓ Rune I                     |                              |
| ⑦ Sunstar       | ⑯ Rune N               | ㉔ Small Elven Leather Armour |                              |
| ⑧ Health Potion | ⑰ Squib                | ㉕ Rune D                     |                              |
| ⑨ Gold Coin     |                        |                              |                              |



# Mines of Moria (part 2)



Pick up the Rune R (I) from the southeast corner of the room. Use this rune to open the door on the northwest side. Pass through the door, then follow the hallway south. You pass through several rooms; you can see treasures that are out of reach for the moment.



On the far south side of this area is an L-shaped hallway. You can go west to find a Helmet (6) and a Health Potion (5), but you need to fight four Orcs to reach them. If you're victorious—or if you'd rather pass—go to the east end of the hall and through the door.



The next room has three doors. Enter the middle door and step on the switch (A). Backtrack to the previous room and enter the door on the far right, which the switch opened, to find some treasure.



Go through the middle door and travel north to find a second switch (B) on the floor. Stepping on it unlocks one of the gates in the room where you began this section of Moria, which is through the north door. Before you go, check out the west wall. Use a Rune I to open the west door; you reach a room containing a couple of treasures. Use the southwest door in the previous room to find a hall with two smaller rooms off to the side containing treasure.



Follow the hall south. This takes you to the room with three doors on the north wall. Use the middle door, and step on the second switch (B) to go through the north door you passed earlier. This puts you in the starting room. The switch in the previous room has unlocked the left door on the north wall.



Pass through that door, ignoring the switch (C) on the floor for now. In the next room, there are five doors on the north wall. Go through the two doors on the east side of the room, and trigger the switch (D) behind them. Backtrack

to the previous room and trigger the floor switch (C) to close the east doors and open the west ones. Enter the west room, and trigger the floor switch (E) inside. After you activate both switches (D) (E) in the room with five doors, the middle door opens.



The path ahead leads to a switch puzzle (F) similar to the ones you solved in Midgewater Marshes. Solve the puzzle by stepping on the middle-right switch twice, followed by the middle-left switch, then the right switch, and finally the left switch. When you solve the puzzle, Merry gains a level.



Cross the bridge, check out the west room, and take the stairs down. At the bottom of the stairs, enter the east door. You're in the starting area. The third door in the north wall is now open. Save your game and enter the middle door. You may need to battle Orcs in the path ahead, but the door behind them leads you to the next section of the Mines.

# Mines of Moria (part 3)



# Mines of Moria (part 3)

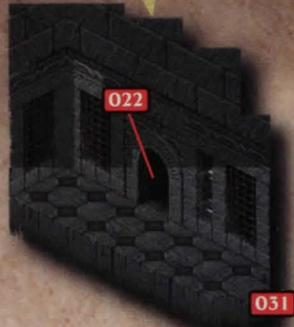
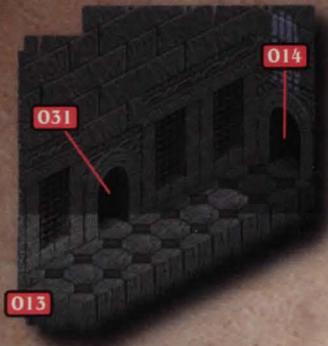


## NOTE

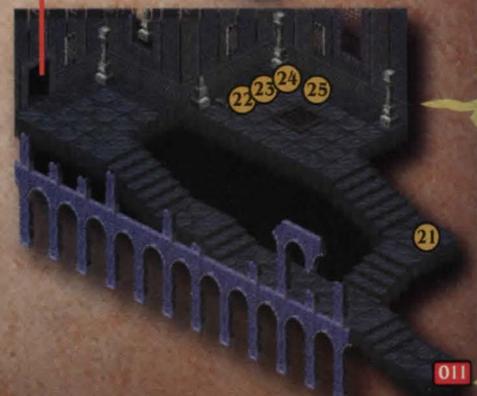
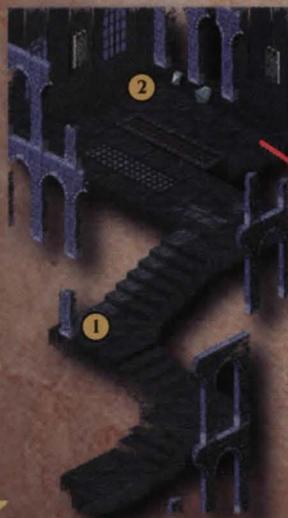
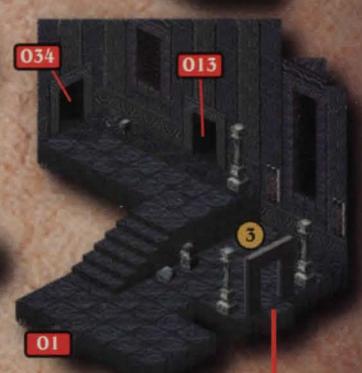
See page 176 for the map legend.



- |              |                |                   |                    |              |                 |
|--------------|----------------|-------------------|--------------------|--------------|-----------------|
| ① Sling      | ⑦ Rune F       | ⑬ Squib           | ⑰ Small Chain Mail | ⑲ Orc Liquid | ⑳ Rune R        |
| ② Rune A     | ⑧ Rune R       | ⑭ Rune I          | ⑱ Health Potion    | ⑳ Rune I     | ㉑ Rune R        |
| ③ Axe        | ⑨ Rune R       | ⑮ Normal Shield   | ㉑ Orc Liquid       | ㉒ Rune R     | ㉓ Troll's Curse |
| ④ Chain Mail | ⑩ Elf Fountain | ⑯ Red Mushroom    | ㉒ Sunstar          | ㉔ Sling      | ㉕ Rune I        |
| ⑤ Rune F     | ⑪ Elven Dagger | ⑰ Yellow Mushroom | ㉓ Elf Fountain     | ㉕ Rune R     | ㉖ Rune I        |
| ⑥ Rune R     | ⑫ Squib        | ⑱ Squib           | ㉔ Fine Sling       | ㉖ Rune E     |                 |



To Mines of Moria (Part 4)



# Mines of Moria (part 3)



This section is different from the previous two in that there are two exits, one to the north and one to the south. The northern exit takes you to the fourth part of the Mines of Moria; the southern exit takes you to an extra crypt area. You can use only one of the two exits. Choose the northern exit to skip the crypts. Choose the southern exit to go to the crypts first, then the fourth section of Moria. Use the northern exit to skip ahead, and the southern exit to get extra items. This walkthrough assumes you use the southern exit.



Head upstairs at the start to find a Rune (2) on the floor next to a Goblin group. Ignore the Goblins, but grab the rune before heading through the east door. The next hole contains a Troll, but you can avoid this battle, as well.



Enter a hall containing four doors, one on each side. The door to the north leads to the northern exit. Go this way to collect treasures. The east door is blocked, so the only alternative to the north door is the south one.



Enter the west door in the small hall to find two Runes on the ground. Use a Rune R to open the door in the west wall and get Chain Mail (4) for one of your characters. Using a Rune F to open the south door is a waste. After you get the treasure, go through the east door.



Pick up the three Runes from the floor and enter the south door. Head west. A couple of Runes are in the next room. Backtrack to the previous hallway and use the east door.



The south door in this room is the exit, but a gate blocks it. Avoid the Goblins in the center of the room and use the door on the north side. There are several doors in the next hallway, most blocked by gates. One has three Rune symbols on the floor next to it. Use three Runes to open the gate and get some good items.



Enter the door on the far right side of the north wall. Get the Rune from the floor and go through the door to the north. Follow the hall west and go through the door at the end. A Troll blocks the next door on the west side of the room. If you sneak around it, you're delaying an unavoidable battle on the way back.



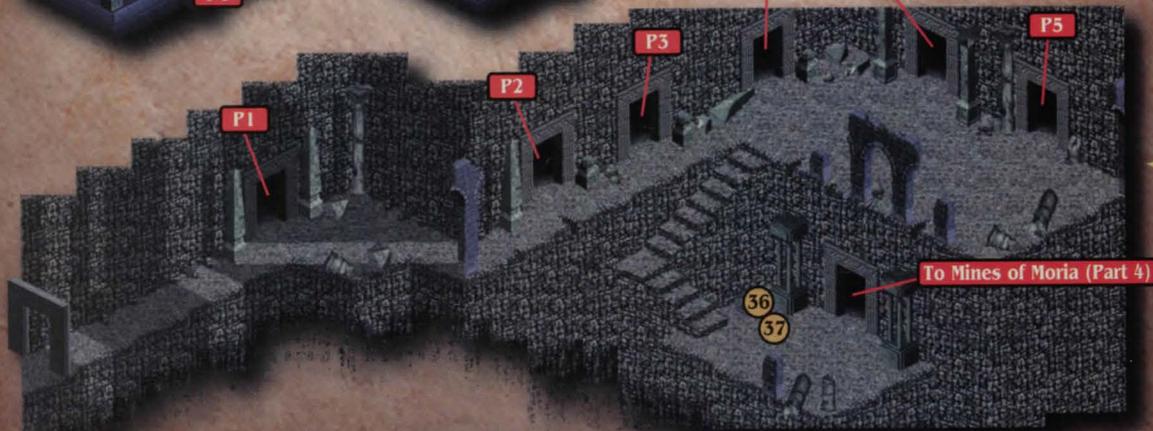
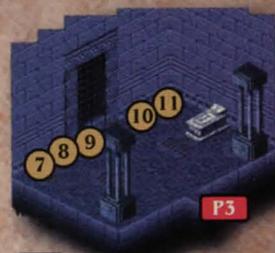
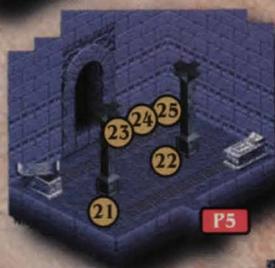
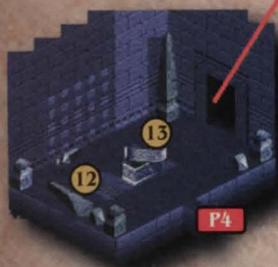
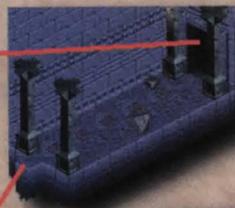
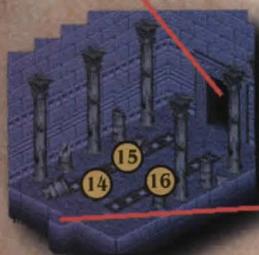
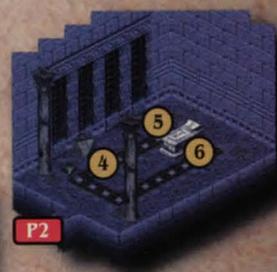
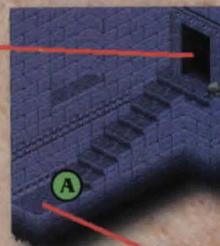
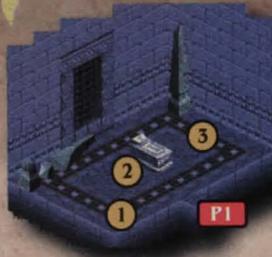
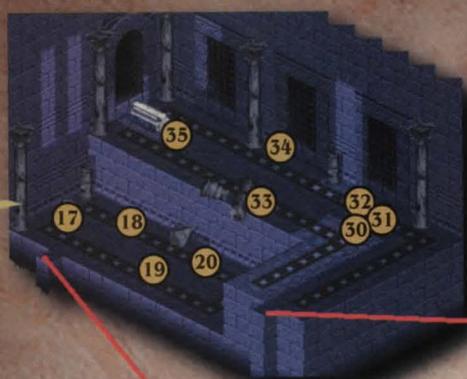
Continue west around the outside of the next room, and up the west stairs. At the top is a floor switch (A). This controls the gate blocking the southern exit. When you step on the switch, you can either continue through the door to the west or backtrack to the south exit. There's more to see, so wander around before leaving. Don't go through the north exit.



**If you head west instead of backtracking, you find a Troll and two Orcs in the next hallway. Defeat them all, and Boromir gains a level. They also guard a stash of items.**



# Mines of Moria Crypts



# Mines of Moria Crypts



## Items Legend

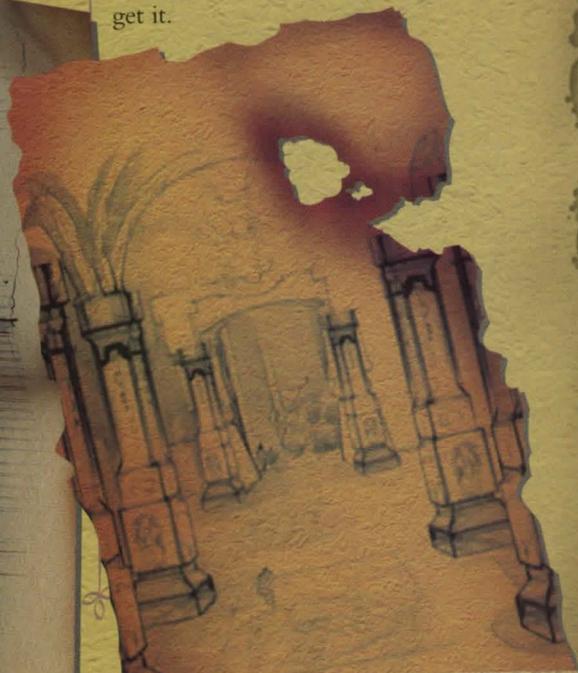
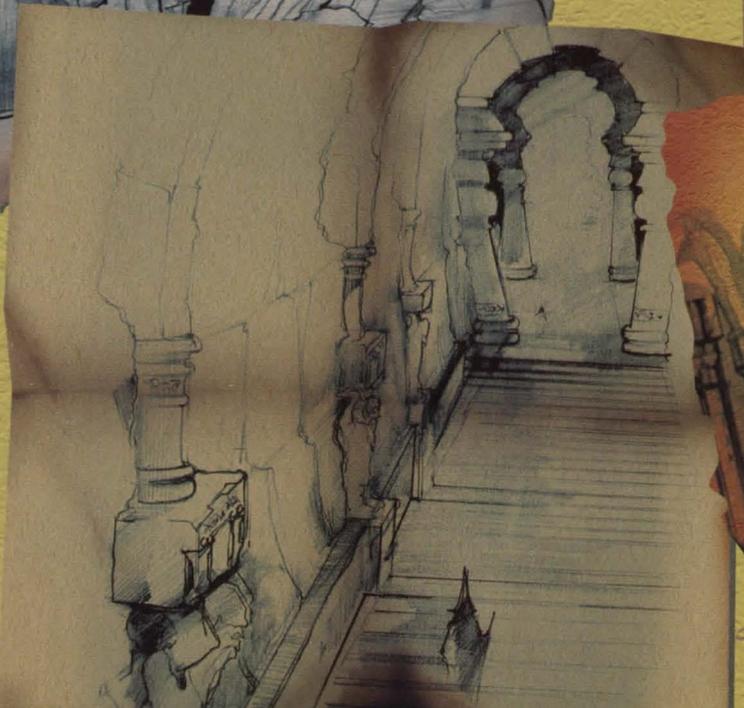
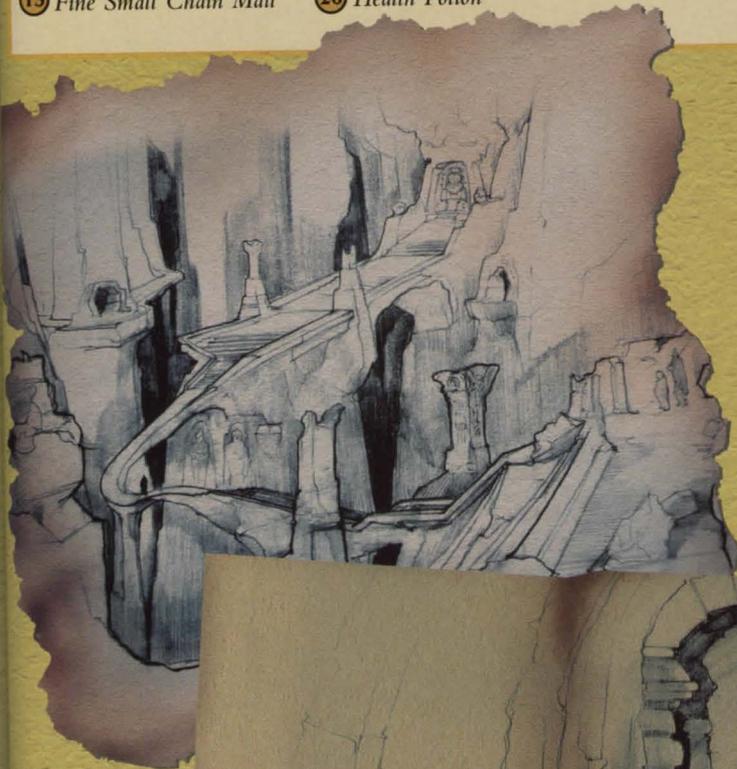
- |                         |                 |               |
|-------------------------|-----------------|---------------|
| ① Small Helmet          | ⑭ Health Potion | ⑳ Fine Sling  |
| ② Health Potion         | ⑮ Orc Biter     | ㉑ Bronze Coin |
| ③ Rune F                | ⑯ Rune N        | ㉒ Rune R      |
| ④ Health Potion         | ⑰ Rune I        | ㉓ Bronze Coin |
| ⑤ Normal Shield         | ⑱ Rune D        | ㉔ Gold Coin   |
| ⑥ Rune R                | ㉒ Gold Coin     | ㉕ Gold Coin   |
| ⑦ Red Mushroom          | ㉑ Elven Dagger  | ㉖ Rune R      |
| ⑧ Red Mushroom          | ㉑ Rune R        | ㉗ Bow         |
| ⑨ Rune F                | ㉒ Rune O        | ㉘ Durin's Axe |
| ⑩ Normal Shield         | ㉓ Bronze Coin   | ㉙ Rune F      |
| ⑪ Bronze Coin           | ㉔ Helmet        | ㉚ Rune R      |
| ⑫ Rune F                | ㉕ Orc Liquid    |               |
| ⑬ Fine Small Chain Mail | ㉖ Health Potion |               |



Six crypts line this area's walls. Each requires a Rune's use to gain entrance. Inside the crypts are the occasional enemy and great treasure. Visit the top crypts, one by one, then head down the stairs to the lower crypt and exit the area. You need a Rune D (⑱) to open the gate.



Enter the far right crypt on the north wall. Inside is a rare Rune O (㉒), which you need to fully explore this area. Inside the left crypt on the north wall are three Rune symbols (A) on the floor. Three Runes to open a single door may seem costly, but a unique treasure waits behind the gate. Durin's Axe (㉘) makes Gimli one of your strongest warriors, and this is your only chance to get it.



# Mines of Moria (part 4)



# Mines of Moria (part 4)



## Items Legend

- |                   |                          |                          |
|-------------------|--------------------------|--------------------------|
| ① Rune I          | ⑨ Rune A                 | ⑬ Orc Liquid             |
| ② Orc Liquid      | ⑩ Rune F                 | ⑭ Orc Liquid             |
| ③ Squib           | ⑪ Elf Fountain           | ⑮ Small Dwarf Chain Mail |
| ④ Fine Chain Mail | ⑫ Red Mushroom           | ⑯ Rune I                 |
| ⑤ Rune R          | ⑬ Rune N                 | ⑰ Elven Bow              |
| ⑥ Health Potion   | ⑭ Blue Mushroom          |                          |
| ⑦ Yellow Mushroom | ⑮ Small Dwarf Chain Mail |                          |
| ⑧ Rune G          |                          |                          |



**Take anything of value (healing items and weapons) from Gandalf before crossing the bridge. You don't need Runes any longer, so dump them if you need room.**



You can explore many other rooms in this area before crossing the bridge, but after you cross the bridge, you're done here. Check out everything before you trigger the final event. You should have plenty of Runes to open all the doors, and it's worth checking them out for some decent items.



You've reached the final part of the Mines of Moria. It's a short run to the end along a straight path. A few enemies are along the way, but you can push through.



Continue through the north door and follow the path until you reach a large room. Save your game. Many enemies lie in wait, and some battles are difficult.



Go up the stairs and through the door at the top. You can work your way around the Goblins there without starting a battle. On the other side is the grave of Balin, Son of Fundin, Lord of Moria (A).



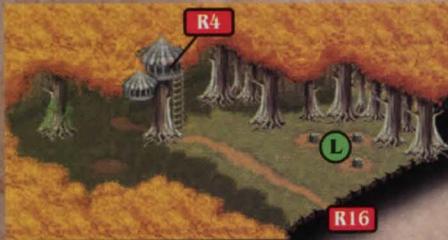
Use the door in the east wall to stand on a rocky ledge with a skinny stone bridge running over a huge pit (B). Cross the bridge and a Balrog enters the room behind you. Gandalf gives his life so that the rest of the party may escape.

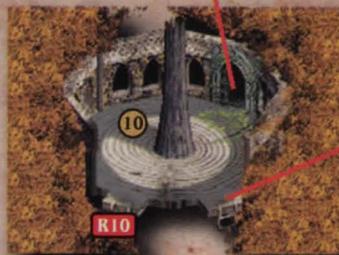


To open the second door in the final room, you need a rare Rune G (8). Find it by going from the gravesite through the door to the west. Defeat the Goblins and look for the Rune in the room beyond.



# Lothlórien





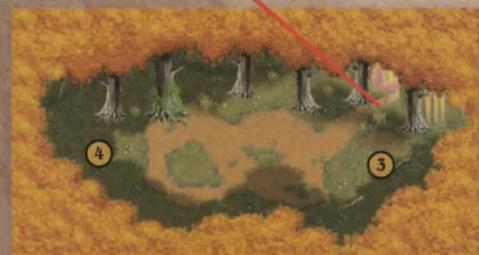
## Items Legend

- |                  |                |
|------------------|----------------|
| ① Athelas        | ⑦ Red Mushroom |
| ② Red Mushroom   | ⑧ Lembas       |
| ③ Red Mushroom   | ⑨ Bronze Coin  |
| ④ Acorn Necklace | ⑩ Lembas       |
| ⑤ Silk Cocoon    | ⑪ Mallorn Seed |
| ⑥ Red Mushroom   | ⑫ Silk Cocoon  |



Having escaped the Mines of Moria, the Fellowship is in a clearing where strange stones are laid out in a circle. Inspect the center stone (A) to find a message—"Three circles make: First for Elves, next for Dwarves, last for Men." This clue will help you discover the secret of the stones.





## NOTE

See previous page for the map legend.



Select Legolas and, following the path around the central stone, walk a complete circle. Switch to Gimli and walk another complete circle. Finally, switch to either Aragorn or Boromir and walk around the circle one last time.



In response to your actions, several Elves appear from the surrounding woods. Their leader, Haldir, orders you to visit Caras Galadon and speak with Lord Celeborn and Galadriel, the Lady of the Golden Wood.



Head north to encounter an Elf (B) who offers to sing a tune for you. The tune is: high note, high note, medium note, low note, high note. You need this tune to reach the city in the trees above.

# Lothlórien



Return to the south, then look to the east to find a ladder leading up to one of the Elven buildings. Three musical stumps (C) are in front of the ladder. On the stumps, play the tune you learned, and the Elf in front of the ladder moves out of your way.



Pass through the building and down the next ladder. Head north two screens, ignoring the Elves in the area for now. They need items that you don't yet have. Climb the ladder. In the next room, you meet Galadriel (D). She tries to help your party by giving you *miruvor*, a strong healing potion.



Travel two rooms south and speak with the solitary Elf (E). He mentions that a plague of spiders is making life difficult in the woods. A reward is yours if you eliminate them. Go to the north, where Galadriel is, then through the west door. The ladder here leads down to a small clearing with five prowling spiders (F). Defeat them, then return to the Elf for your reward: an Orc Biter.



Pass through the next three rooms to the south and find Celeborn (G). He informs you that a strange creature has been spotted roaming the woods. Locate the creature, and you'll be rewarded. Keep this task in mind, but for the moment, there's more to do.



Go back one room and use the ladder. Travel north to find Galadriel waiting for you. Follow her to a strange mirror (H) in a clearing. When you speak to Galadriel, Frodo sees a frightening scene. Grab the Silk Cocoon (I) from behind the mirror and go to the south. Pick up the Mallorn Seed (J) and use the ladder to return to the city in the trees.



Cross to the west room and use the next ladder to go into the woods. A Silk Cocoon (4) is below the ladder. Travel west and meet an Elf (I) who can create Elven Cloaks from the Silk Cocoons.



To the west of the tailor is another Elf (J) who can teach you a tune for one Gold coin. Pay him to hear the following: Low, High, Medium, High, Low. Use this to get to the woods in the west, where you started.



Walk north and talk to the Elf (K) on the trail. He rewards you with an Elven Cloak and a Lembas for bringing him a Mallorn Seed. If you didn't get the Mallorn Seed (J), it's south of the mirror.



Go to the west and play the tune given to you on the nearby stumps (L). The Elf blocking the ladder moves away. Travel up the ladder and down the opposite side. Go west one screen, then north. As you enter the northern area, you spy Gollum (M) running through the forest. This matter must be brought to Celeborn's attention immediately!





Travel to Celeborn (G) and tell him about Gollum. For discovering the identity of the strange creature, Celeborn rewards you with the Bow of Galadriel. This is the best bow available in the game.



You're ready to depart from Lothlórien. Head to where the mirror is, then travel east to find boats (N) waiting to take you to the Falls of Rauros. When you tell the Elf waiting by the boats that you're ready to leave, Galadriel and Celeborn appear, bearing gifts for the adventurers: Phial of Galadriel and Sam's Box of Earth. Collect them both, and you're on your way.

## Quests

### Entering Lothlórien



You exit the Mines of Moria, and arrive near a clearing full of rocks. On the center stone (A) is a message: "Three circles make: First for Elves, next for Dwarves, last for Men."

Select Legolas and walk a complete circle, following the path around the central stone. Switch to Gimli and walk another complete circle. Switch to either Aragorn or Boromir and walk around the circle one last time. Several Elves appear and take you to Lothlórien.

### A Musical Key



To the north of the start is an Elf (B) who sings you this tune: high note, high note, medium note, low note, high note. Return to the south, then look to the east to find a ladder leading up to one of the Elven buildings.

Play the tune on the three musical stumps (C) in front of the ladder. The Elf in front of the ladder moves away.

### Plague of Spiders



One of the Elves mentions that spiders have overrun the woods. Go to the north to where Galadriel (D) is and go through the west door. The ladder here leads down to a small clearing where five spiders (F) wait. Defeat them and return to the Elf, who rewards you with an Orc Biter.

### Renewing the Forest



Grab the Mallorn Seed south of the mirror near the east side of the forest. An Elf (K) is on the trail to the west (through the city). If you give him the Mallorn Seed (I), he rewards you with an Elven Cloak and a Lembas.

### Elven Cloaks



An Elf (J) stands in a clearing to the south in the forest's middle. The Elf offers to make Elven Cloaks from any Silk Cocoons you find. There are two cocoons in the forest.

### Strange Creature



Celeborn (G) informs you that a strange creature has been spotted roaming the woods. If you find the creature, Celeborn will reward you. Look for an Elf (J) in the woods who offers to teach you a tune for a coin. The tune goes like this: Low, High, Medium, High, Low.

Go west and play the tune on the musical stumps (L). The Elf blocking the ladder moves out of your way. Travel west, then north. As you enter the northern area, you spy Gollum (M) running through the forest.

Travel to Celeborn and tell him that the strange creature is Gollum. Your reward is the Bow of Galadriel.



# Falls of Rauros

Anduin Banks



## Items Legend

- ① Yellow Mushroom
- ② Yellow Mushroom
- ③ Yellow Mushroom
- ④ Health Potion
- ⑤ Squib
- ⑥ Red Mushroom
- ⑦ Dagger
- ⑧ Red Mushroom
- ⑨ Rune I



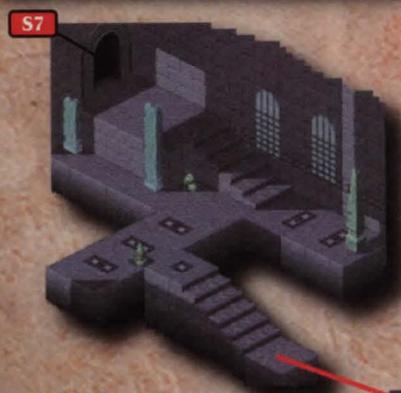
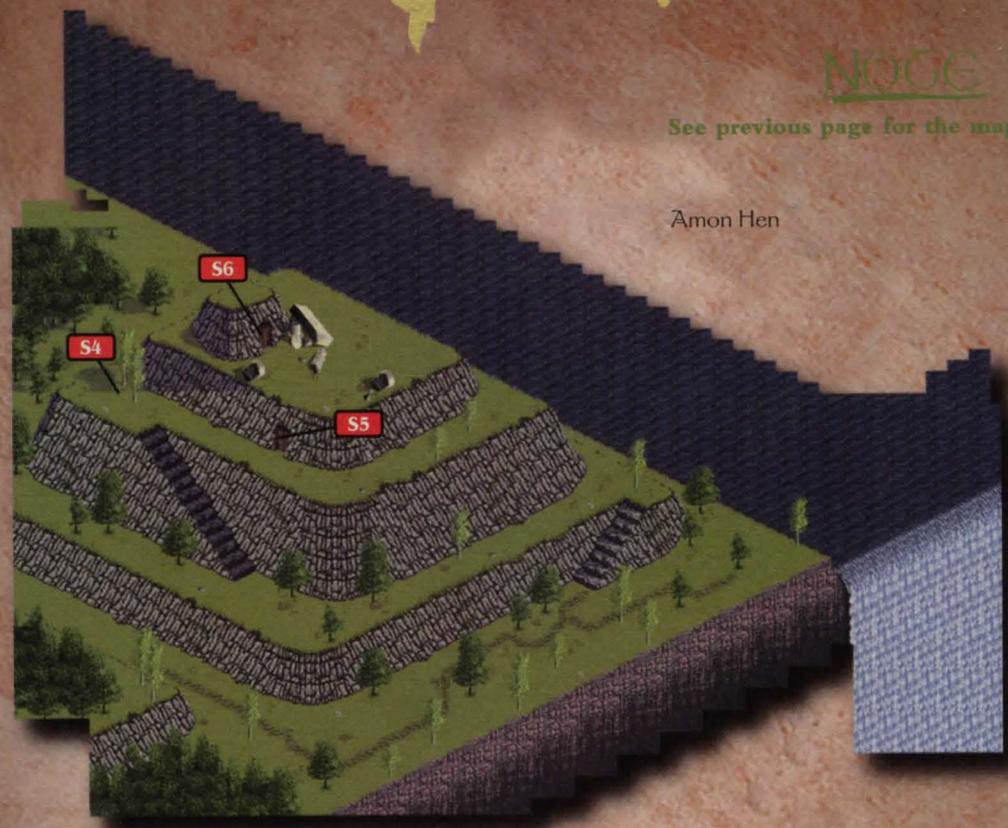
Caves



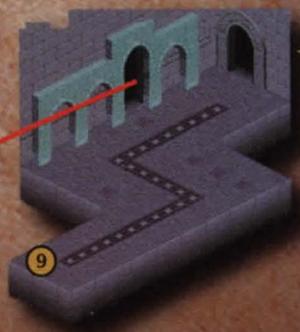
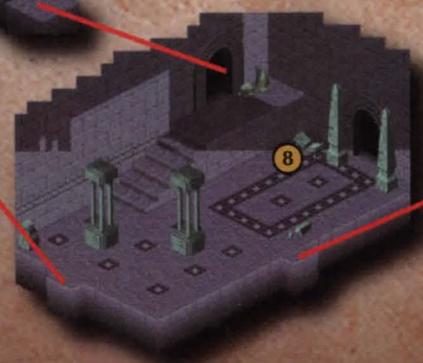
NOGE

See previous page for the map legend.

Amon Hen



Amon Hen (Interior)



# Falls of Rauros



As the party hits shore, a horde of Orcs charges forward to block the path. Sneak around the south side of the trees to avoid this battle. Otherwise, be ready for a tough fight. Your frontline fighters should go into battle with no less than 15 health points.



After the battle, give all of your best equipment to Frodo. He needs Sting, a Small Shield, a Small Helmet, Boots, and Bilbo's Mithril Coat. Fill his inventory with your best healing items, preferably Orc Liquid, and a Rune I. The Rune saves you trouble later.



As you move down the trail, Aragorn stops the party. Frodo must climb Amon Hen, and fight, alone to determine the Fellowship's next action. Save right away. This won't be easy.



Head to Amon Hen. Avoid fighting. Frodo must win at least one fight alone, and it may require all his healing supplies. If you insist on exploring, check the map for items and be aware that you encounter wargs in every cave. You can find healing items, but you don't need them if your inventory is full. If you go after them, sneak past the wargs.



**There's no reason to fight the wargs. Skip them and move on. The items they're protecting aren't worth the risk.**



When you're ready to climb Amon Hen, head southeast, down the long trail, and enter the door in the side of the mountain. After you enter the door, you can't exit the mountain, so be ready. Head up the stairs to locate a rune symbol on the floor. If you already have a Rune I in your inventory, use it to open the gate and proceed. If not, you must find one in the mountain.



If you don't have the rune, pass through the southeast door and find a Goblin standing in front of a rune. Defeat the Goblin, grab the Rune I (9), and return to the symbol in the previous room. Open the gate and pass through it.



Climb the stairs. You're confronted by another Goblin. Fight your way past, and climb the stairs to the top of Amon Hen. Your task may be complete, but your quest is far from over.



## Interview

**Prima:** Thousands of people experienced the world of J.R.R. Tolkien for the first time in a movie theater. How would you entice them to revisit *The Lord of the Rings: The Fellowship of the Ring* in a video game based on the book?

**Alan Patmore, Surreal Software CEO:** As most people are aware, most movies that are based upon a book often stray from the book in many ways. Unfortunately, elements of the plot and even great characters are left out for various reasons. *The Fellowship of the Ring* video game was designed from the beginning to stay as true to the books as possible without worrying about fitting into a two-hour story. The game is able to fill in many of the small gaps the movie left, and people will come away with a better understanding of *The Fellowship of the Ring*. Many of the characters that were not in the movie make appearances in the video game and strengthen the Tolkien experience.

**Patrick Moynihan of WXP:** Video games allow the player to virtually experience the adventures of the characters they are based on. This alone allows video games to be far superior to movies when interpreting a written work. Players can actually take in the experience first-hand and at the pace they see fit. There has never been a movie lasting 30–40 hours, while video games commonly tend toward these large blocks of time, giving the players the opportunity to really get

personally involved in the story they are participating in. *The Fellowship of the Ring* has been adapted into a video game with this in mind, providing the player with plenty of characters that have come alive with attitudes and traits only hinted at in the movie. Players will feel like they really are in the Middle-earth they read about in Tolkien's novels.

**Prima:** What was your favorite environment in the video game, and why?

**Patmore:** I would have to choose Moria as my favorite environment in the game. Everything from the grand scale of the structures to the atmospheric lighting helps to create a replica of Tolkien's vision for Moria.

**Moynihan:** The Shire has some strong appeal. The adventure is about to begin, and Frodo is assembling the Fellowship. The Shire gives players a chance to familiarize themselves with the characters that Frodo has grown up with, giving them a glimpse of what life is like for the Hobbits of Middle-earth. Still unaware of the terrible forces that threaten the world, Frodo and the player are introduced to the struggle a little at a time.

**Prima:** Which environment was the most difficult to create, and why?

**Moynihan:** Moria, with its vast size and deep history, was truly an undertaking to create. This is no dungeon from a typical fantasy game, but rather an underground empire long inhabited by the Dwarves. The Fellowship travels through a mere portion of the gigantic cave system, while other areas to be explored are hinted at in the literature. Deciding on which of these locations to flesh out was tough.



# Interview



**Prima:** Can you give our readers a profile of the strengths and weaknesses of each main character—Frodo, Aragorn, and Gandalf?

**Patmore:** Frodo's greatest strength is his possession of the One Ring, which allows him to sneak around potential foes with ease. Frodo is also fairly agile, which allows him to jump and grab onto ledges. Frodo's biggest weakness is his lack of combat skills and weapons.

Aragorn is by far the best of the three at conventional combat. He is both a master swordsman and excellent marksman with his bow. Aragorn has no real weakness.

Gandalf is the master of sorcery and is able to put on an impressive show! If Gandalf finds himself with little or no spirit he is very vulnerable because of his less-than-impressive melee weaponry skills.

**Moynihan:** Frodo and his Hobbit ilk are people of the earth. They live beneath the soil they so fondly love and care for. Frodo enjoys the simple things in life, like good food or a good story. He idolizes his Uncle Bilbo and fantasizes about Bilbo's adventures. Frodo is intelligent, curious, and nimble—all traits that would aid him in the coming adventure. He prefers not to fight, but when he is forced, he can endure combat with cunning and skill—and of course the One Ring.

Aragorn is a juxtaposition of characteristics. While being of noble blood, he prefers the life of a Ranger. Though he is a fierce fighter, he is also a gentle and respectful person. Aragorn aligns himself with the plight of Frodo and would easily give up his life to aid the innocent Hobbit.

Gandalf is an enigma, an oracle, and a father figure to the Fellowship.

He is mysterious, wise, and ominous. The Fellowship relies upon his knowledge to help them seek the right path in the long journey. Gandalf wields powerful magic and is adept at swordplay as well. However, his weakness lies in the fact that he must rest or rejuvenate his spirit after casting several powerful spells.

**Prima:** What characteristics set Frodo apart from other Hobbits?

**Patmore:** One could call Frodo a reluctant hero and leader. The other Hobbits are defiantly valiant and brave in their own right, but they generally need the guidance of a leader.

**Moynihan:** Frodo differs from the other Hobbits and follows in the footsteps of his Uncle Bilbo. The common Hobbits see the Bagginses as outsiders and somewhat fear them. Frodo actually has the gumption to leave the comforts of his homeland, and he sets aside his personal joys in order to do the greater good. His bravery is unrivaled amongst Hobbits.

**Prima:** For the first-time player, how hard is it to complete the entire game without using the Ring?

**Moynihan:** The game actually encourages the player *not* to use the Ring through implementation of corruption. Each situation may be completed without the use of Sauron's evil Ring. When Frodo uses the Ring he shifts to an ethereal plane, and in doing so, becomes visible to the evil forces of the enemy. The use of the Ring is not limitless, and by continued use Frodo will fall under the power of darkness and fail in his quest.

**Prima:** Where would users most likely invoke the Ring, and why?

**Moynihan:** The Ring can be used to briefly pass through certain solid surfaces, allowing the player to enter long-forgotten secret areas filled with exciting combat and rewarding treasures. These areas are not critical to explore; however, to experience all that the game has to offer players will want to seek these places out.



**Prima:** How many different types of Orcs are in the game, and what can you tell us about each breed?

**Moynihan:** There are many different types of Orcish opponents; even Goblins are classified as such according to the style guide provided by Universal's hand-picked Tolkien experts. Goblins are expendable cannon fodder appearing in mass numbers beneath the Misty Mountains; they swarm their foe fighting with the weapons of their fallen victims. The Orcs of Moria are designed to live in the blackness; with flat faces and large black eyes, they seem to smell where their opponents are rather than relying on sight. Amongst the Orcs of Moria there are several types designed for specific combat strategies. Armored melee Orcs wield axes and deliver a lot of damage, while ranged archer Orcs remain in the distance firing flaming arrows at their targets. The Uruk-hai of Mordor are the strongest, smartest, and most powerful of their kind, designed long ago by Sauron. The Uruk-hai of Isengard were recently created by Saruman the wizard and have new combat innovations.

**Prima:** Moria is the darkest and most exhausting part of the game, with a pervasive feeling of death and sorrow in every corner. What can you tell our readers about the history of Moria and what it stands for?

**Patmore:** Moria is the name of an underground city, mines, and connected tunnels that run through the central Misty Mountains. For three Ages of Middle-earth, a flourishing Dwarf community created the greatest city ever known. However, by the end of the Third Age, at the time of the events of *The Lord of the Rings*, Moria had become a dark and cursed place. Dwarves no longer inhabited the magnificent city. Eventually only Orcs, Trolls, and other evil entities considered Moria their dwelling.

**Prima:** It's very easy to hate Orcs in this game, but the Elves have a special grudge against them. Can you tell us how these two races are related?

**Patmore:** Orcs are thought to have arisen from the corruption of the earliest existing Elves.

**Prima:** Without revealing Gollum's unusual part in the game, can you give us a little history on this pitiful creature?

**Patmore:** Gollum has not always been the pitiful creature that he is now. In fact, he may have more in common with Frodo than an Orc. He is a reminder of the allure the Ring holds and the possible consequences of abusing its power.

**Prima:** Can you give us a glimpse at what we might expect in the next game, which will be based on *The Two Towers*?

**Patmore:** The next game will remain just as true to Tolkien's vision as *The Fellowship of the Ring*. The gameplay expands on the experience found in the first game of the series, so the player takes control of the different characters in *The Two Towers* as they embark on their quest to destroy the Ring and battle the forces of Sauron.



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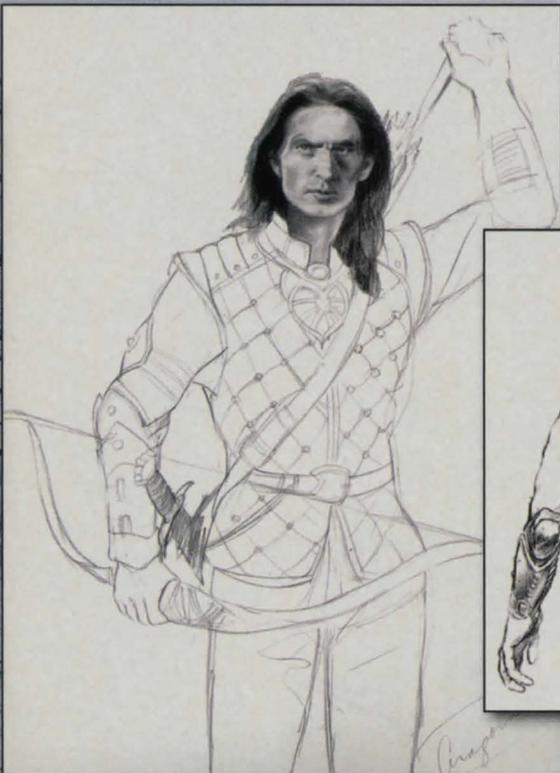


## Art Gallery

# Gandalf



# Aragorn





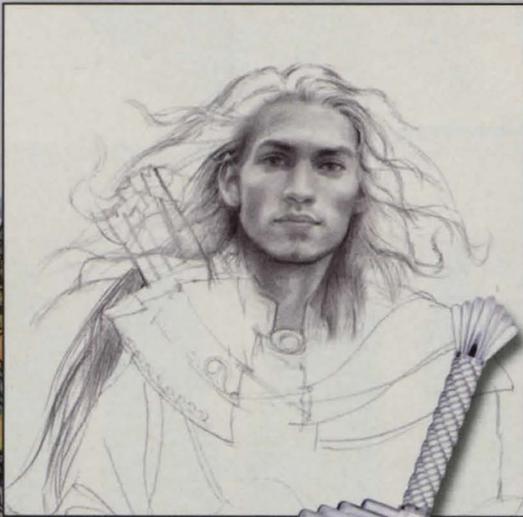
Frodo

Boromir





Gimli



Legolas



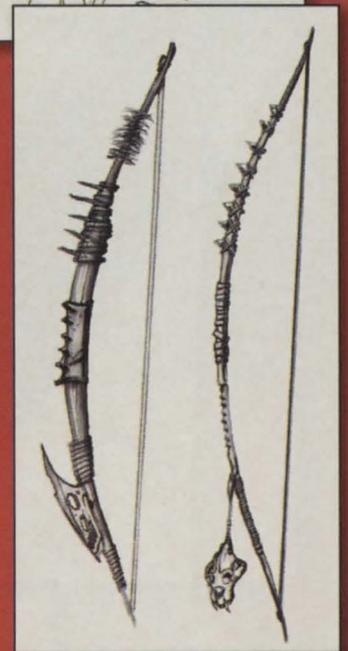
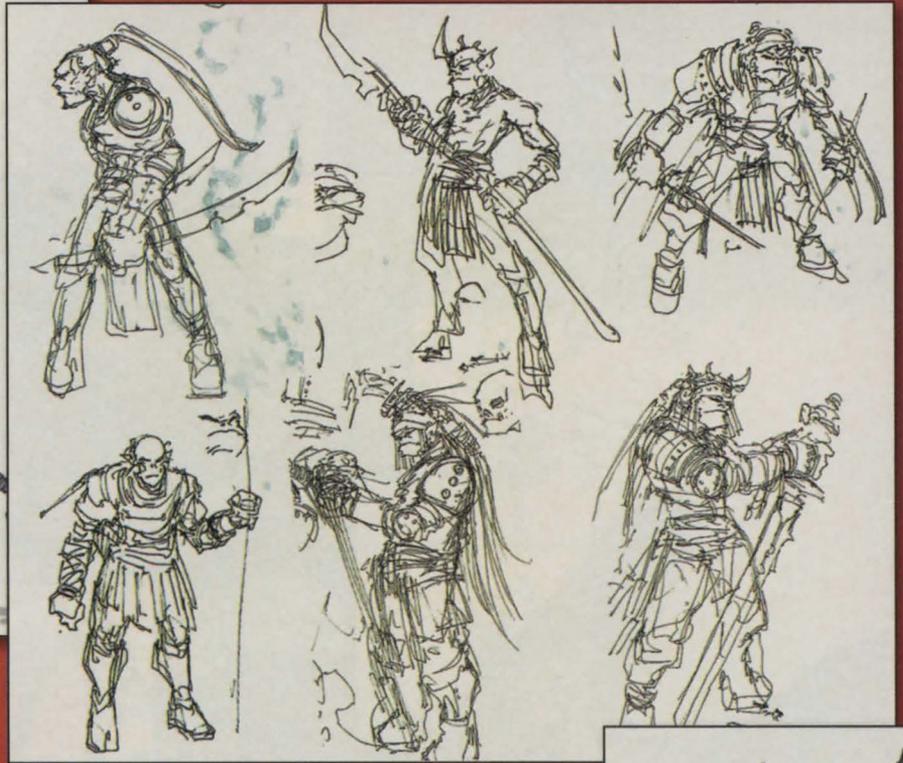
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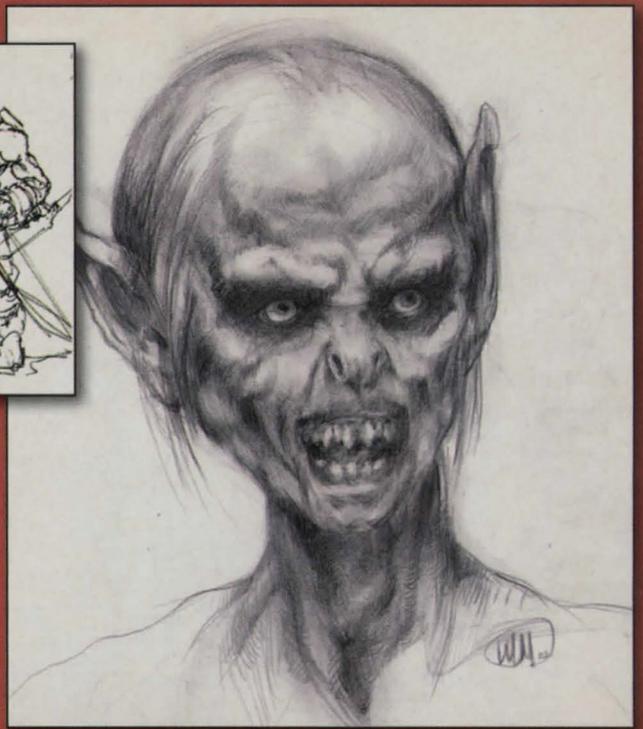
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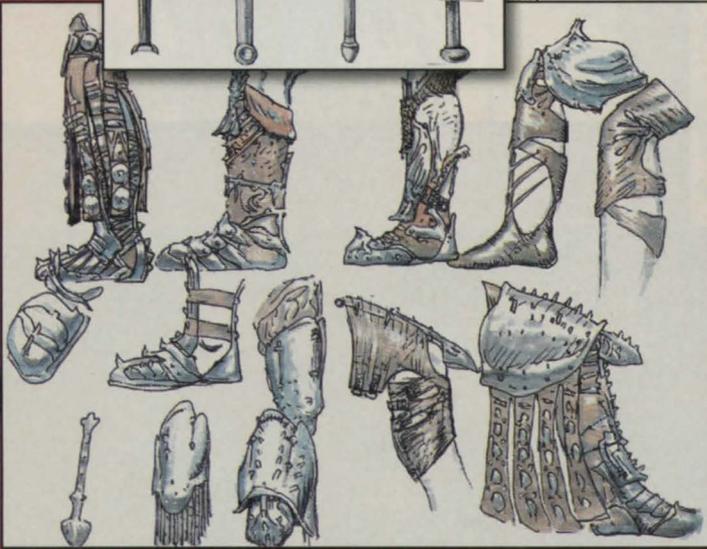
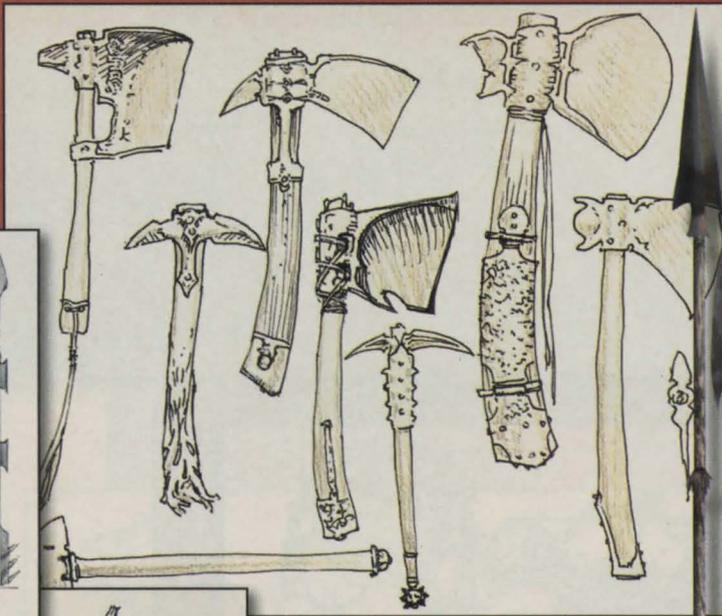
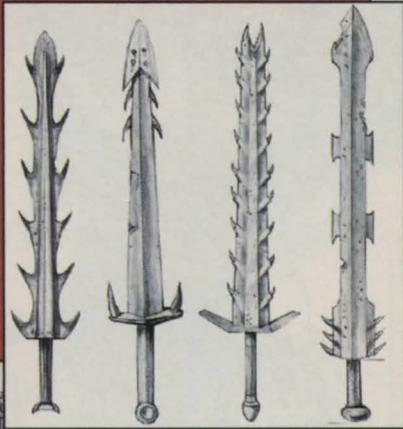
# Sam

# Orcs





# Orcs



Orc 6  
WXP Conceptual - May 1, 2002

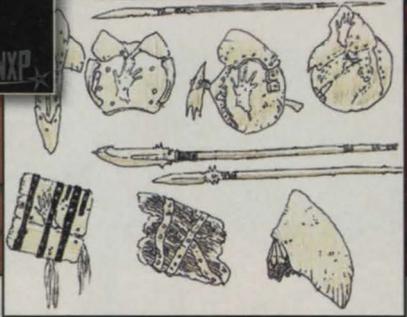
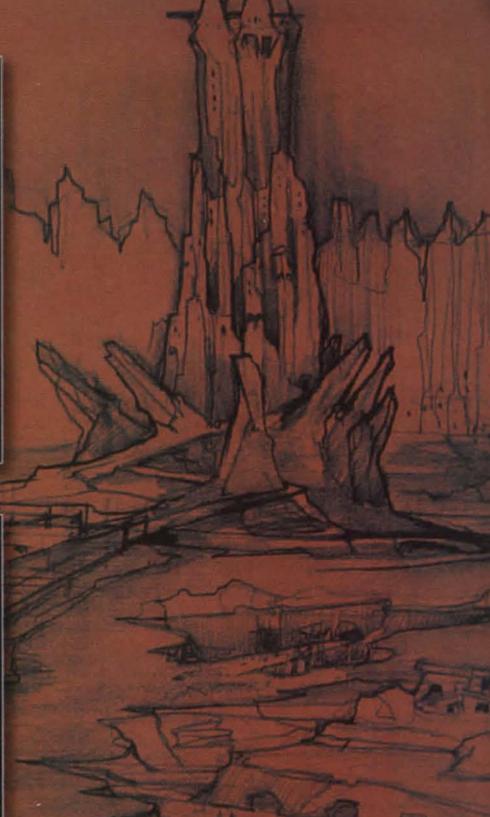




Orc 5  
WXP Calendar - May 1 2002

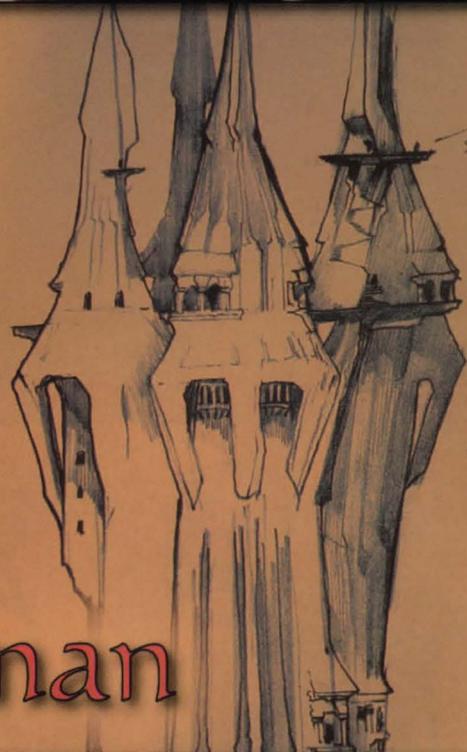


Orc 4  
WXP Calendar - May 1 2002





Gollum



Saruman



# Balrog



# Trolls



# Shire



# Moria



# Lothlórien





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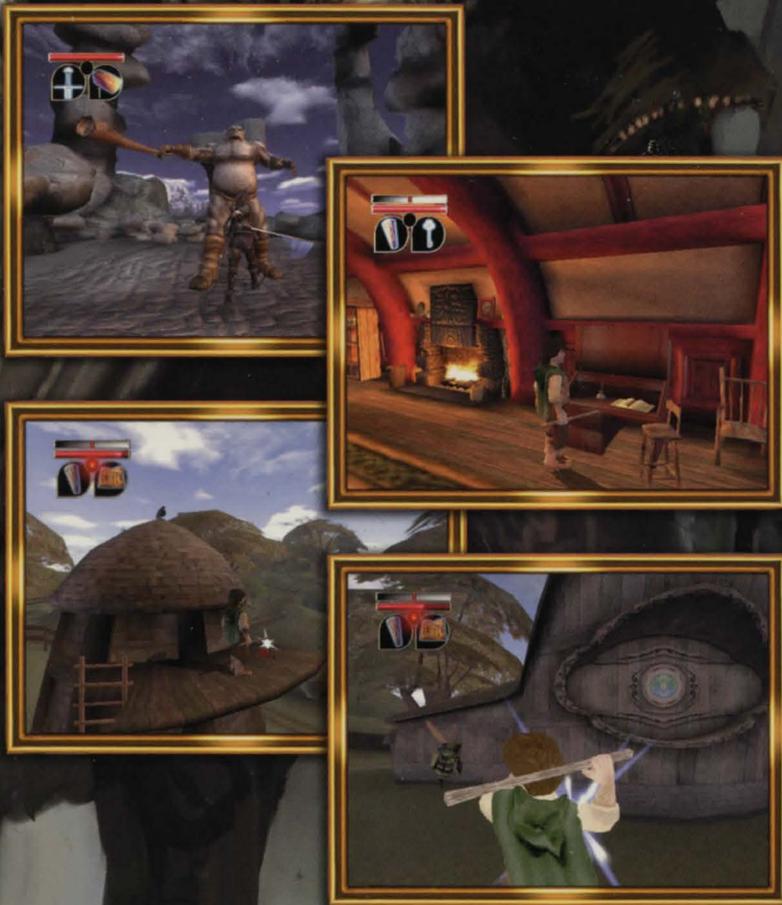




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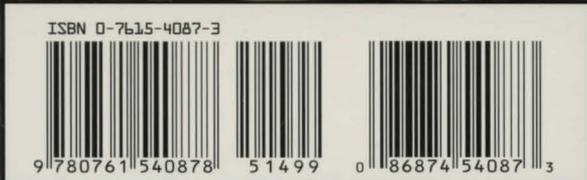
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This game has received the following rating from the ESRB



Mark Cohen

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