The Fellowship of the Ring

USER'S GUIDE

The Adventure Continues.
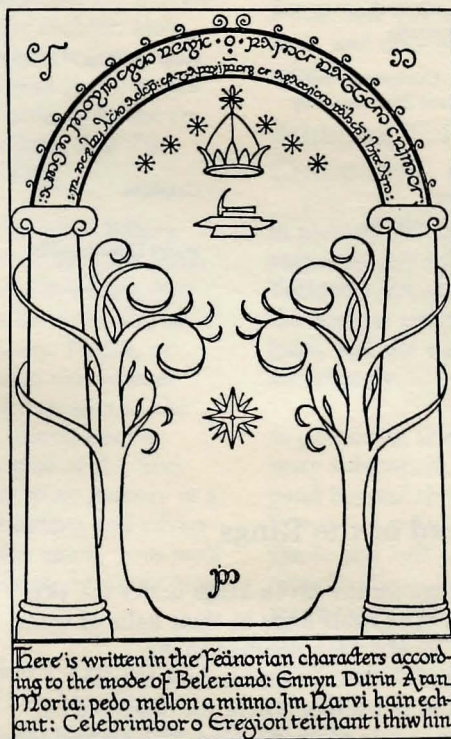
the fellowship of the ring

Guide to Middle-earth

Melbourne House
Software

Here is written in the Feänorian characters according to the mode of Beleriand: Ennyn Durin Aran Moria: pedo mellon a minno. Im Narvi hain echant: Celebrimbor o Eregion teithant i thiw hin.

Addison-Wesley Publishing Company, Inc.

Reading, Massachusetts   Menlo Park, California
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The *Fellowship of the Ring* program was a major effort by the programming team at Beam Software. The project took over fifteen months to complete.

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The Lord of the Rings

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

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

Introduction

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

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

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

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

This user's guide includes a brief history of the Ring Wars and will bring you up to date on the activities of Bilbo Baggins, the main character in *The Hobbit*, and will set the stage for the adventures of Frodo Baggins and his small band of brave hobbits. If you are unfamiliar with hobbits, you may find it helpful – though not essential – to read *The Hobbit* or play the Hobbit Software Adventure before you play the Fellowship of the Ring Software Adventure.

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

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

Bringing Tolkien to the Computer

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

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

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

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

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

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

A Brief History of the Ring Wars

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

When Celebrimbor realized that Sauron had betrayed him, he hid the Three Elven-rings from him. Over the ages, the Dwarven-rings were nearly destroyed by dragons, but their wearers were even so brought into all-consuming greed and folly before they fell. The Nine Mortal Lords "faded" from use of the rings and became the Nine Ringwraiths, forever enslaved to Sauron's will. A bitter war took place, with the prize being the fate of Middle-earth. At last Sauron was overthrown, and the ring was cut from his finger by the human King Isildur.

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

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

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

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

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

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

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

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

Communicating with the Program

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

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

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

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

The Screen Display

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

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

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

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

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

Roles You Can Play

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

Single-Player Game

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

WHICH HOBBIT CHARACTERS DO YOU WISH TO PLAY?

Frodo, Merry, Pippin, or Sam?

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

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

When you play more than one character, the computer will look after the characters you are not controlling at the moment, but only in situations where you have not instructed them to do anything for a while, or when the entire party moves somewhere else. This means that you will need to instruct each character much more carefully than if you had chosen only one character for the same session.

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

BECOME (name)

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

I AM (name)

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

PIPPIN

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

Multiple-Player Games

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

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

The Inglish Language

The Inglish Vocabulary

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

Movements

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

Action Verbs

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

Special Commands

BECOME	LOOK	SAVE
HELP	NOPRINT	SCORE
INVENTORY	PRINT	
LOAD	QUIT	

Rules of Inglish

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

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

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

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

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

WAIT

RUN

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

SOUTH or S

EAST or E

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

WEAR THE RING

GO THROUGH THE DOOR

DROP THE ROPE ONTO THE TABLE

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

THROW THE HEAVY AXE AT THE HORRIBLE ORC

LIGHT THE WOOD PIPE WITH THE MATCH

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

GO THROUGH THE DOOR

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

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

GO THROUGH THE GREEN DOOR

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

ATTACK WITH THE SWORD

PICK UP THE RING

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

TURN THE LIGHT ON

PICK THE GOLD UP

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

PUT THE GOLD INTO THE BAG

TAKE THE PIPE FROM THE BOX

Use of AND

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

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

TAKE THE LAMP AND THE MATCH FROM THE CUPBOARD

DROP THE SHORT AND THE LONG SWORDS

TAKE THE GOLD AND RUN

Abbreviation of Commands

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

KILL GREEN WITH SWORD

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

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

KILL KNIGHT WITH SWORD

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

OPEN BOX, TAKE AXE, GIVE AXE TO SAM

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

Special Commands

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

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

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

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

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

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

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

SCORE tells you what your percentage of play is.

PAUSE suspends the game until you press another key.

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

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

Interacting with Others

Conversing

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

SAY TO (name) "(sentence)"

as in:

SAY TO GANDALF "HELLO"

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

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

SAY TO GANDALF "KILL THE ORC WITH THE SWORD"

SAY TO PIPPIN "TAKE THE GOLD FROM THE ORC"

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

PIPPIN "GIVE THE GOLD TO ME"

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

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

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

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

Cooperating

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

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

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

SAY TO SAM "CLIMB TREE"

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

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

SAY TO PIPPIN "GIVE ROPE TO FRODO"

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

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

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

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

KILL FRODO WITH AXE

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

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

BECOME PIPPIN

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

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

General Concepts

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

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

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

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

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

Finding Your Way Around

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

S (for South)
NE (for Northeast)

Passing Through Portals

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

GO THROUGH GREEN DOOR

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

Following

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

FOLLOW STRIDER

Light and Dark

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

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

Mapping the Adventure

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

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

Combat

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

KILL WOLF WITH SWORD

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

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

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

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

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

Carrying Items

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

TAKE ROPE

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

DROP ROPE

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

GIVE ROPE TO SAM

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

Fatigue, Wounds, and Eating

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

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

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

Real Time

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

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

The Two-Part Adventure

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

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

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

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

A Final Word

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

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

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

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

You're on your own!
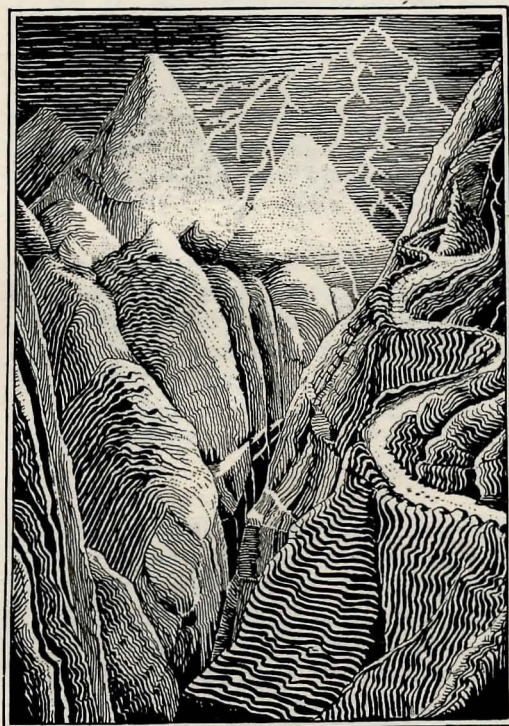
The Mountain-path

Creatures of Western Middle-earth

An Observer's Guide

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

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

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

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

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

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

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

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

Legends and Common Knowledge

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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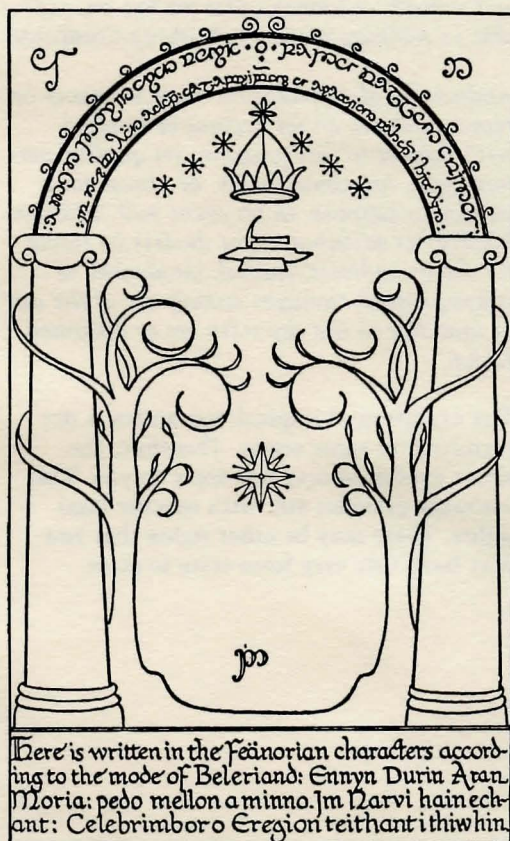
Doors of Durin and Moria Gate

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