

J.R.R. Tolkien's

The LORD OF THE RINGS™

Interplay

1-800-969-6AME

'1263

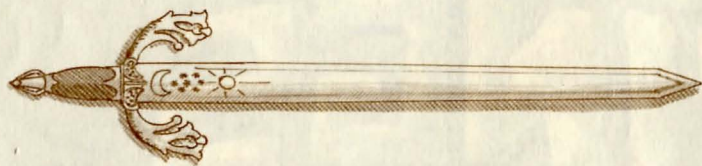
CLUE BOOK

9.95



TABLE OF CONTENTS

Introduction	3
Character Types	5
Skills	7
Spells	10
Interface	13
Combat	15
Items	16
Magical Items	18
Other Items	19
Wizardly Advice	21
Background	22
A History of Middle-Earth	31
Bestiary of Middle-Earth Creatures	37
Peoples of Middle-Earth	40
Biography	49



INTRODUCTION

Welcome to the second part of Interplay's adaptation of "The Lord of the Rings" for personal computers with the capabilities of CD-ROM drives, "The Lord of the Rings Enhanced CD-ROM". This game is an enhanced version of the first game in this series, "Lord of the Rings, Volume One", which was published by Interplay in December 1990.

We've added technical improvements to enhance this game: automapping; an interface where it is less cumbersome to move between menus to use skills or items; improved handling of items; even better graphics, and more music. We have also added many enhancements which you will have to see to believe, and I won't spoil it for you. All of these things will, we hope, add to your enjoyment of the game.

"Lord of the Rings Enhanced CD-ROM" is meant to expand on the original "Lord of the Rings" game, but it is also supposed to be playable by those who have not played the original game, or those who have not read J.R.R. Tolkien's epic saga.

The one hundredth anniversary of J.R.R. Tolkien was in 1992, and as with all birthdays, it's a cause to celebrate. I am not certain that Tolkien would have approved of computer games; Tolkien was not a technophile, and came to see machines as engines of destruction, which is reflected in his writings. Hopefully, this adaptation of "Lord of the Rings" will transform the machine into an object of delight (if not enlightenment); something more fit for Rivendell than Mordor. After "The Lord of the Rings, Volume One", the highest complement we received was not critical praise; it was the people who told us that we inspired them to read Tolkien. I hope that this sort of inspiration becomes a tradition with this series.



IF YOU ARE FAMILIAR WITH TOLKIEN'S BOOKS...

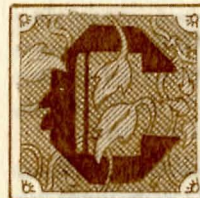
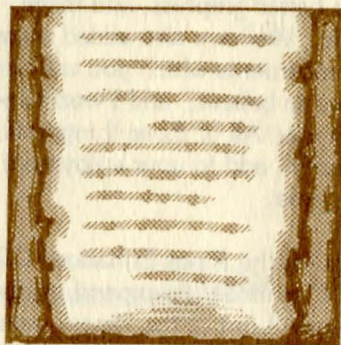
You are going to be our toughest critic. While this is one of the largest computer games ever created, we couldn't fit in every place in Middle-Earth into this game. At the same time, we didn't want to clone Tolkien's World directly into the game and have everyone who knows the book be able to easily solve the game. You'll find plenty of new encounters, new characters, and even a plot twist or two, that aren't included in Tolkien's epic fantasy. The reason that we did this was not to "improve" Tolkien's work (this would be extremely arrogant and stupid of us to say), but to challenge the computer gamer who is familiar with Tolkien's work. Expect to be surprised.

DESIGNER'S DISCLAIMER

J.R.R. Tolkien wrote the Lord of the Rings trilogy between 1938 and 1949. The world was a different place then, and the attitude of society toward certain elements of the world were different than they are today, most notably tobacco and wolves. We

are trying to be true to the spirit of Tolkien in this game, so this game reflects Tolkien-esque attitudes. Pipeweed smoking is a pleasant recreation, and not the deadly addiction that we know it to be in today's world. Wolves, as in European folk tales, are destructive man-killers, not the intelligent, social creatures that we know them to be in the real world. If these things offend you, consider their inclusion to be an artifact of an earlier time when we were ignorant about these things.

For convenience sake we use the pronoun "he" to represent "he or she", and the pronoun "him" to represent "him or her".



CHARACTER TYPES

In "Lord of the Rings, Volume I", there are two types of characters. A Player Character (PC for short), is a character who belongs to the Fellowship, the group of characters participating in the Quest of the Ring. A Non-Player Character (NPC for short), is a character who does not belong to the Fellowship, but with whom it is possible to interact (either through trade, speech, or combat, occasionally all three).

In "Lord of the Rings", there is also another distinction: the player characters who belong to the Fellowship may be defined as permanent or temporary player characters.

Permanent player characters are the Fellowship from the Lord of the Rings trilogy: Frodo, Sam, Pippin, Merry, Gandalf, Aragorn, Legolas, Gimli, and Boromir. They will join the Fellowship and remain in the group for the duration of the game. They may be dismissed, and they may be killed, but they will not abandon the Quest. These characters may be brought into further games in this series, such as The Two Towers, and the Return of the King.

Temporary player characters will join the Fellowship, but are not interested in the Quest and will instead pursue their own goals. Their paths may cross with that of the Fellowship, and they will gladly help them and accept help from them, but will eventually leave the Fellowship when their job is over or when the Fellowship goes too far from their goal. Example: Fred Sandyfoot, a hobbit from Bree, is looking for the thief who stole his magic lamp. He will join the Fellowship if the Fellowship agrees to help him. When he finds his lamp, he will leave the Fellowship. If the Fellowship tries to leave Bree, Fred will tell them that he is not interested in travelling away from his home and will remove himself from the Fellowship.

Temporary characters will not be allowed to be brought over to future games in this series. Examples of temporary characters include Taffy Proudfoot, Bilbo, and Celebrith.

CHARACTERISTICS

Every character in Lord of the Rings, Volume One has a set of

six attributes. These attributes are known as characteristics, and represent a character's personal abilities. They are defined as follows:

DEXTERITY (DEX)

This represents the character's ability to move swiftly. This is especially important in combat, where it determines how often a character may strike, how accurate his blows are, and how agile he is at avoiding the blows of his opponents.

ENDURANCE (END)

Endurance represents how much punishment a character may take. A character with a high endurance (such as a Wizard) can endure a lot of injury; characters with low endurance scores (such as Hobbits) will fall after taking very little punishment.

LIFE POINTS (LIFE)

Life points represent the current injury level of a character. A character's maximum life points is equal to his endurance. A character who falls below six life points in combat is unconscious, and may die. A character who falls to zero life points is dead. Characters who die in "Lord of the Rings" cannot be resurrected, at least not by any spell available to the player.

STRENGTH (STR)

Strength represents the capability of a character to lift heavy objects. Strength also adds to the damage a character does with a weapon in combat; a character with high strength does a lot of damage with a weapon. Strength helps slightly in striking an opponent by knocking his parry or his shield aside.

LUCK (LUCK)

Luck represents well... it is sometimes said that it's better to be lucky than good. Luck represents an unseen attribute, one's ability to get good breaks in life. A character with a high luck value is harder to hit in a combat situation than a character with a low luck score. Hobbits are lucky characters.

WILLPOWER (WILL)

Willpower represents mental toughness and determination. It also represents the ability not to be affected by objects of evil power, such as the Ring. Hobbits have a very high willpower score.

INCREASING CHARACTERISTICS

Characteristics are increased through the acquisition of experience, especially experience with the major powers of Middle-earth. Characteristics increase when the characters complete quests, or in contact

with certain items that give increased strength, luck, etc. Increases in characteristics occur automatically.

SKILLS in "LORD OF THE RINGS"

A character is not just shaped by his personal attributes; often what he can do with them is what counts.

SKILLS in "Lord of the Rings" can be divided into three categories: Active Skills, Combat Skills, and Lores. Active Skills will only come into play if the player triggers the skills icon and uses them. Combat skills give bonuses in battle. Lores give the players extra information about a place. Both Combat Skills and Lores will only come into play if the character has them, and will never need to be triggered by the skills icon.

ACTIVE SKILLS

BOATS: Characters with this skill can use boats with an expert's skill, from small rafts, to the huge swanships of the elves.

BRAVADO: This skill allows a character to sway the opinions of a large number of people. When a crowd expresses disapproval or despair, a show of bravado can encourage them. This skill is not useful in "Lord of the Rings, Volume 1",

but will play a role in "The Two Towers" and "Return of the King", the next two games in this series.

CHARISMA: This skill is similar to Bravado, but affects an individual, rather than a group. A character who is unwilling to do something may have their minds changed by charisma. A kind and gentle word can often heal a hardened heart.

CLIMB: There are many steep hills and mountains in Middle-earth. Those who use the climb skill may climb all but the steepest of these slopes, and be able to guide those who travel with them over such terrain. Climb is also useful in crawling down into holes, and climbing up them again.

DETECT TRAPS: The Dark Lord has built many fiendish devices over the millennia, and those who are especially greedy love to protect their wealth from thieves with deadly traps. When the Fellowship approaches an item that might be trapped (such as a chest), using this skill will warn them of the presence of these perils.

DEVICES: There are many machines in Middle-earth. Some were built by the Dark Lord. Others were built by the dwarves. Others were built by the wizard Saruman. The devices skill allows a character to understand a complex device and use it. Devices is also the

skill that allows a character to disarm traps.

HIDE: There are many foes in Middle-earth, and sometimes discretion is more appropriate than valor. Using the hide skill will sometimes hide the player from the view of those who wish to harm him. It is rarely useful to hide in the open.

JUMP: In the depths of Middle-earth, one can often find great chasms. Those who are skilled at jump can navigate these chasms, and guide the rest of their party over them as well.

PERCEPTION: A sharp eye can solve many of the mysteries of Middle Earth. Use the perception skill to find hidden objects; clues will usually be given, so in general, it isn't always a good idea to use this skill without knowing that something might be there.

PICKLOCKS: In Middle-earth, people are not always trusting with their valuables, and many keep them locked. Those with picklocks skills can open all but the most sophisticated lock, or those that are magically defended.

READ: There are many languages in Middle-earth (and even more dialects and offshoots). A character with this skill is capable of reading inscriptions and writings in many languages.

SNEAK: A character with this skill can instruct his party on how to move silently and stealthfully in dangerous places. If you see an orc, and he doesn't see you, it is usually a good idea to sneak past him.

COMBAT SKILLS

The ability to perform well in combat is very important. While everyone can use weapons (provided they have enough strength to safely use them), those who are skilled at using a weapon have an increased chance to hit with them in combat. These combat skills are:

AXES: Those with this skill have an increased chance to hit an opponent when armed with an axe. Many dwarves have this skill.

BOWS: Those with this skill have an increased chance to hit an opponent when armed with a bow. Woodland elves are known to have this skill.

BRAWL: This represents unarmed combat. Those who know how to brawl have a good chance to affect someone even without weapons.

DODGE: Characters with this skill get an additional defensive bonus in combat.

WORDS: Those with this skill have an increased chance to hit an opponent when

armed with a sword. Most of the great warriors of Middle-earth have this skill.

LORES

There are also skills which are not actively used by the player, but can give valuable information if the player possesses them. These skills are lore skills.

Lore skills work when a character enters an area where his knowledge is useful. A character with Numenorean lore, for instance, could enter ruins which were built by the Numenoreans, he would then tell something about the ruins to the rest of the party. This occurs automatically; actively using a lore skill is never useful.

The lores available in "The Lord of the Rings, Volume One" are:

Hobbit Lore

Elven Lore

Dwarf Lore

Orc Lore

Ranger Lore

Numenorean Lore

Herb Lore

Wizard Lore

Dark Lore

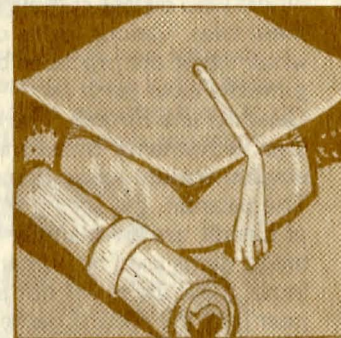
These skills describe, respectively, being knowledgeable about Hobbits, Elves, Dwarves, Orcs, Rangers, Numenoreans, Wizards, and the Dark Lord.

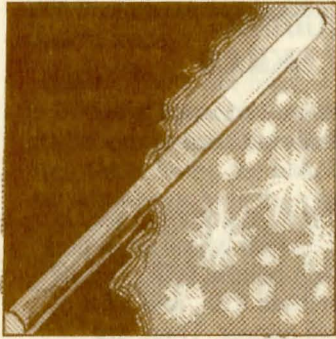
ACQUIRING NEW SKILLS

There are two ways to acquire skills in "Lord of the Rings".

(1) The most common way is to find a place where an expert can teach people skills. Trigger the purchase icon, and a list of skills will appear. Then, just give the skill to the person you would like to learn it.

(2) There are certain places where characters will suddenly acquire a skill, where (magically or otherwise) the character gains knowledge. These places are very rare; and often the knowledge has its price (you usually don't want to learn Dark Lore in this manner). Check your character's skills lists on occasion to determine whether any new skills have been added to their inventory.





SPELLS

MAGIC IN MIDDLE EARTH

Magic in Middle-earth is very rare. Many of the inhabitants of Middle-earth have lived their entire lives without seeing anyone cast a spell. The rules of spellcasting magic are as follows:

Magic is divided into white and black magic. White Magic is used by the Five Wizards of the White Council: Saruman, Gandalf, Radagast, and two others who do not come into these tales. Various forms of white magic are practiced by powerful elves (such as Galadriel and Elrond). The children of Numenor occasionally employ ancient magic items. The palantiri, the seeing stones of Elendil, are an example of magic items used by humans (note: these items will not appear until the second game in this series).

White magic exacts a price from the caster, in the form of lost life points. Each spell will drain 1d4 life points; when a caster's life point total is reduced to a point where casting spells will cause unconsciousness, spells will fail to take affect. The list of spells known to white magicians are given below.

White magic is cast with the blessing and approval of the Valar. Wizards carry a staff, given to them by the Valar, as a symbol of their authority.

Black magic, on the other hand, is evil magic derived from Melkor, Lord of darkness. While it is intended (by the caster) to enhance his power, it actually corrupts his soul. Black magic is typically wielded by the Ringwraiths and their apprentices, evil sorcerers. Black magic is typically wielded by humans, but Gandalf has hinted that orcs have also cast spells and learned black magic.

In short, magic is weak, unreliable and dangerous. Even sorcerers prefer a sword to a spell in combat. The wisest wizards will only employ magic when it is an absolute necessity. Given that advice, the most common spells in "Lord of the Rings, Volume 1" are:

WINTERCHILL

This offensive spell creates an area of coldness around a sin-

gle target, a cold as bitter as the blizzards of Redhorn Pass. This spell is rarely used by white magicians, as the cold of Northern winters has ever been the domain of the Dark Lord.

FIREFINGER

This offensive spell creates a jet of searing white flame. This flame is hot enough to singe the whiskers of a warg, or worse. This spell is known to be used by Gandalf the Grey, on the rare occasions that he uses magic openly.

VINECRUSH

This offensive spell creates vines from stone or earth that crush an opponent. This spell has also been known to restrain a fleeing opponent, though using this spell in this manner is not always guaranteed to succeed. Vinecrush is a favored spell of the wizard Radagast the Brown.

COUNTERMAGIC

There are many places in Middle-earth which are enchanted, under the influence of magical powers. Certain doors, for example, may be held shut by magic. To dispel these enchantments, a Countermagic spell is usually employed. Certain enchantments, however, may be so powerful that the Countermagic spell is useless; so do not expect this to work in every case.

UNLOCK

This spell will affect normal locks. It is considered to be more reliable than using a Lockpicks skill, but there are some locks in Middle-earth, particularly those of dwarven manufacture, that even an Unlock spell cannot open.

ILLUMINATE

There are many dark places in Middle-earth. An Illuminate spell is the method most favored by wizards of dispelling the darkness and bringing light to the blackest places of Middle-earth.

ANIMALSPEAK

There are many birds and beasts in Middle-earth, and sometimes valuable information and counsel can be gained from them. To speak with animals, an Animalspeak spell will often allow a long and profitable discourse.

HEALING HAND

This spell will heal some of the damage done to the entire Fellowship, allowing them to regain their strength and vigor.

ACQUIRING NEW SPELLS

As spells are the domain of wizards, one can only learn new spells from a wizard or something of greater power

than a wizard (ie. the Valar, or Sauron). Because of this, it is all but impossible to learn new spells.

WORDS OF POWER

Magic spells, both white and black, may only be cast by trained magicians. However, there is another type of magic that may be used by anyone with the knowledge — Words of Power.

Words of power are used to invoke the great powers of Middle-earth. If a person were sailing in the middle of a great storm, and their ship was about to sink, using the word of power !Ulmo might cause the Vala of the Seas (Ulmo) to appear and save his ship from destruction.

Words of power always begin with a "!", as the use of a word of power is considered a recognition of the greatness of the invoked power. Words of power in "Lord of the Rings, Volume One" include:

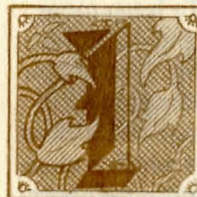
!ELBERETH
!LUTHIEN
!ANGMAR
!OROME
!DURIN
!MELIAN
!HELPHelp

Using these words of power at a certain time and place will be of great benefit. Using them at the wrong time or place achieves nothing. Unlike spells, once a word of power is suc-

cessfully used, it will disappear from the spell inventory.

Words of power are learned automatically when the circumstances are right. The leader, or possibly all the fellowship, will learn the word and have it added to their magic. Select your characters' magic icon every now and then - you may be surprised by what they have learned!

All characters in the beginning part of the game who might belong to the Fellowship will begin with !Helphelp. This all purpose word is useful in times of great trouble, but it is up to the player to discover what circumstances require the use of this word.



INTERFACE

"The Lord of the Rings, Volume One" uses a full screen display with a "hidden" interface, or icon window. To trigger the interface, either press the Space Bar or click on the right mouse button. This will bring up the icon window at the bottom of the screen. This will bring up the following icons:

1) **ATTACK ICON:** This icon is depicted as a sword. Click on the sword during any combat situation, and the character will be able to attack an enemy with whatever weapon is equipped.

2) **VIEW ICON:** This icon is depicted as a scroll. This will give the statistics for any character whose picture is currently displayed on screen. This also gives the listing for the amount of money, in silver pieces, possessed by the **entire** party.

3) **GET ICON:** This icon is depicted as a hand picking up a ball. It serves three functions: 1) to grab treasure that the player may find during the course of the game, 2) to purchase items from merchants,

and 3) to learn skills from someone willing to teach them.

4) **USE ICON:** This icon is depicted as a hand dropping a ball. It allows the character to use items, trade items, or discard items. The use item command also allows the player to view the character's inventory.

5) **SKILL ICON:** This icon is depicted as a scholar's cap. During some situations, a character will need to perform skills (picking a lock, climbing a cliff, etc.) The skill icon will give the player access to his character's skills. This icon defaults to the skills of the leader; to access other character's skills, click on the Character Selection icon and select the character. Each character has different skills, so your



Attack



View



Get



Use



party will have to work as a team.

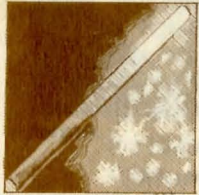
6) MAGIC ICON:

This icon is depicted as a magic wand. It will allow a player to cast

Skill spells, including words of power. If a character has no words of powers or spells, this icon will not activate.

7) TALK ICON:

This icon is depicted as a word balloon. It allows the player to talk with some of the creatures that he meets on screen. Clicking on this



Magic button produces the following sub-directory:

a) **RECRUIT:** This allows you to ask creatures or characters to join your party.



Talk b) **DISMISS:** There is a maximum of ten characters that may join the Fellowship at any time. If you wish to make room for new characters, use Dismiss to remove them.

c) **TALK:** You will meet many characters in Middle-earth with which to converse. Use Talk to get an initial message. Use Question, which comes up



Leader on the subdirectory, to talk with them about a specific sub-

ject. (Example: To learn more about what is going on in the Shire, type "NEWS" when you meet hobbits.) Sometimes the initial Talk message offers clues as to the subjects which a character may be questioned about.

8) LEADER ICON: This icon is depicted as a human pyramid. The leader will often take the brunt of the action in "Lord of the Rings, Volume 1", and many encounters will use the leader's abilities to determine the outcome. Use the human pyramid to choose a new leader when it seems appropriate.

9) EXIT ICON: As it says. Returns you to Map Movement.



Exit Icon

10) OPTION ICON: This allows the player to fulfill the following functions:

- Load Game (L)
- Save Game (S)
- Quit Game (Q)
- Pause Game (P)
- Stop Music (M)
- Toggle Music Off/On (T)
- View Automap (A)

The automap will show exteriors and undergrounds; it cannot be used to view the interiors of buildings.



OMBAT

Combat in "Lord of the Rings" is determined on screen. When a hostile enemy appears, the characters have two options: attack, or run away. To attack, move your icon close to the enemy and press the attack icon, or press the attack icon if you're firing with a ranged weapon such as a bow and arrow. To run away, simply move your character off screen. It should be noted that in some encounters, your characters will not be allowed to leave the screen. (Ringwraiths will hunt down your characters in most combat situations.)

Characters have access to a full range of their abilities in combat. They may use and trade items, they may cast spells and use words of power, and even employ skills.

Characters with a high dexterity score get to move first in combat. Those with very high dexterity scores will often have multiple chances to hit in combat against slower creatures (such as trolls).

In combat, a character will take damage to his life point total. If his life point drops between one and five points, he will be rendered unconscious. The life points will drop during combat; eventually the character will die unless the combat is over. Once a combat is over, an unconscious character will regain consciousness with a total of six life points. Unconscious characters abandoned in combat (by running away) will die.

When an enemy is wounded in combat, a marker will appear beside

his/her/it's name on the icon menu. If it is barely wounded, an asterisk will appear beside it; if it is seriously wounded an exclamation point will appear beside it.

Characters who have skills with weapons will get a chance to perform special maneuvers with the weapon if it is equipped. These special maneuvers are:

BLOCK: (Usable with swords and staves only) This maneuver allows a swordsman to fight defensively. It is not as easy for him to hit in combat, and does less damage, but anyone who attacks him does so at a considerable penalty.

SWING: (Usable with axes skill only) This maneuver gives the axeman a slight penalty to hit, and adds considerable bonus to anyone who attacks him, but also greatly increases the damage done by his attack.

AIM: (Usable bows skill only) This maneuver increases the archer's chance to hit the target, and adds to his damage, but makes it very easy for opponents to strike him in combat.

DODGE: (Usable with dodge skills only) This maneuver makes the person doing it very hard to hit; he cannot hit while performing a dodge.

See also Weapons in the items section.



ITEMS

WEAPONS AND ARMOR

Middle-earth is a dangerous place, and there are many foes that can only be overcome with use of arms. Below are the weapons that may be used by the members of the Fellowship.

Explanation of Terms:

Damage: This is the amount of injury, against a character's life points, of the damage done by a particular weapon.

To Hit: Some weapons are easier to wield and more accurate in combat than others. Swords, daggers, and staves

are all more effective at hitting an opponent than other weapons.

STR Min: Some weapons are harder to use than others. Unless a character has enough strength to match the strength minimum of a weapon, they will be unable to equip it. Thus, hobbits, with a low average strength, are not capable of using a sword in combat.

Dagger: A short blade, the size of a large knife, and sturdier. The preferred weapons of hobbits in close combat.

Sword: A long blade, used for millennia by Elves and Men of Middle-earth.

Staff: A long, thick wooden stick. A staff is used by wizards, though Gandalf prefers his magic sword, Glamdring. The staff of a wizard also has other special properties which will be discussed later in the game.

Axe: A preferred weapon of dwarves. Axes are not as pre-

Weapon	Damage	To Hit Bonus	STR Min
DAGGER	1d6	GOOD	0
SWORD	1d8	GOOD	16
STAFF	1d6	GOOD	7
AXE	1d10	NORMAL	20
CLUB	1d6	NORMAL	8
BOW	1d8	NORMAL	7
TORCH	1d6	NORMAL	0

cise as a sword, but will inflict heavy damage.

Club: A thick piece of wood, used by ruffians and trolls.

Bow: The favored weapon of wood elves, bows fire arrows over long distances. For game purposes, it is usually easy to recover arrows after combat, thus it is not necessary to keep track of the precise number of arrows that are used.

Torch: Primarily used as a light source in dark places, torches are also quite useful as weapons when one does not have anything else.

Magic weapons such as Anduril, Sting, and other weapons that will be encountered in the game have higher damage and "to hit" ratings than other weapons.

When one is involved in combat, it is usually a good idea to be wearing armor.

There are four types of armor that the Fellowship members have access to in "The Lord of the Rings, Volume One". Armor reduces the amount of damage that is taken from an

enemy's blow; however, heavy armor affects a character's mobility, making it a little easier for an opponent to hit him.

Shields do not block damage, but can improve the ability of a Fellowship member to defend himself by making him harder to hit.

Explanation of Terms:

Damage Reduced: This is the number of life points which will be subtracted from a damage roll by armor. Thus a character who is wearing mithril armor (which absorbs five points of damage) who is hit for nine points of damage by a blow, will only suffer (9-5) four life points of damage.

Effect on Defense: This explains how the armor affects the character's defensive adjustment. Leather armor reduces the defensive adjustment slightly, while chain mail affects it considerably, but provides better protection.

Cloth: This armor type is simply very heavy cloth, which absorbs a small amount of damage from a blow.

ARMOR	DAMAGE REDUCED	EFFECT ON DEFENSE
CLOTH	1	NONE
LEATHER	2	SLIGHTLY IMPAIRING
CHAIN	3	IMPAIRING
MITHRIL	5	NONE

Leather: This armor type is thick leather, worn as a jerkin, to absorb damage from a blow.

Chain: This armor is a mail suit, finely wrought pieces of chain with a cloth backing to pad the skin. This provides very good protection, but also hinders movement in combat.

Mithril: This is the finest dwarven armor, as light as it is sturdy. It is made from mithril, a metal ore that can be found in only one place in Middle-earth, the dwarven mines of Moria.

ACQUIRING WEAPONS

Weapons and armor are sold in only a handful of places in Middle-earth; while Shire Hobbits have known how to use weapons (bows in particular), they do not sell or give away weapons. Do not expect to find Weapons Shoppes; the only place north of Rohan that is known to sell weapons and armor is the Blacksmith at Bree. In general, the easiest way to get weapons is to find them in treasure hoards. There are rumors of magical weapons buried in the Barrow Downs, though the Barrow Downs is an extraordinarily dangerous place.

MAGICAL ITEMS

There are many magical items in Middle-earth, however, their exact powers and locations remain a mystery. Here are a few items that are known to exist, and the powers they are known to possess.

THE ONE RING

The One Ring of Sauron the Terrible, currently held by the hobbit Frodo Baggins. The Ring has the ability to render anyone who wears it invisible, and to preserve their life, though, as Gandalf has said, this is really an Unlife, where one eventually becomes a wraith and falls under the command of the Lord of the Rings, Sauron.

The Ring drains the Will of anyone who uses it, and when one's will has become reduced to Zero, they are effectively dead. Using the Ring will drain the Ringbearer's Will score; the longer the Ringbearer wears the Ring, the lower his Will score becomes.

The Ring is known to have a mind of its own, and will often play tricks on the Ringbearer, trying to escape and come back to its Master, the Dark Lord.

The Ring is a burden on anyone who uses it, and only crea-

tures with an extremely strong will should handle the Ring. For this reason alone, it is recommended that the Fellowship include a full complement of hobbits, who have a very strong will.

WIZARD'S STAFF

The staff of a wizard is a symbol of their authority from the Valar to wield white magic. In extreme emergencies, a wizard can call upon the full power of his staff, which usually shatters it. Wizard's staves are possessed by the wizards Gandalf, Radagast, and Saruman.

GLAMDRING

This is the magical sword of Gandalf, which he took from a troll's hoard during his adventure with Bilbo Baggins.

NARSIL/ANDURIL

This sword was used by Isildur to cut the Ring from Sauron's finger during the last battle of the Second Age of Middle-earth. Narsil was broken into several pieces; in this game, one of the quests is to find the pieces of Narsil and have them reforged at Rivendell, which will result in the creation of Aragorn's sword, Anduril.

STING

This powerful magic dagger was used by Bilbo Baggins during his quest with the dwarves, and was taken by him to Rivendell.

LESSER RINGS

During the second age of Middle-earth, Sauron and Celebrimbor fashioned many Rings of Power. The greater Rings of Middle-earth have been given away or destroyed, however, there were numerous lesser Rings of Power. There may still be numerous lesser Rings, which may aid the Fellowship in its Quest to destroy the One Ring.

OTHER ITEMS

FOOD

Adventure is important, but to hobbits (and the other denizens of Middle Earth) food is a necessity.

The major game effect of food is that it restores lost life points. Food will help heal a

Food	Restore Life/Day
Rations	2
Red Beans	2
Mushrooms	3
Hot Food	3
Dwarfwort	4
Lembas	6

character, but is only effective at healing once per day. Different types of food have different effects; rations have only a minor curative effect, but lembas,

the waybread of the elves of Lothlorien, is very good at promoting healing. Below is a list of some of the food of Middle-earth and their effect on a character's life points.

MIRUVOR

This is also known as the cordial of Imladris; this elixir is proof against the cold storms of mountain passes, and will reduce the effect of the cold on members of the Fellowship. It is only given by Elrond.

ATHELAS

Known in Gondor as Kingsfoil, this herb is a powerful curative. It is useful in the hands of a healer or someone skilled in Herb Lore. This herb is said to be especially effective in the hands of the rightful King of Gondor.



WIZARDLY ADVICE

Here are some hints to help the player succeed at Lord of the Rings.

1) Pay special attention to your conversations with NPCs. Even a seemingly meaningless statement may eventually have some importance. Take copious notes.

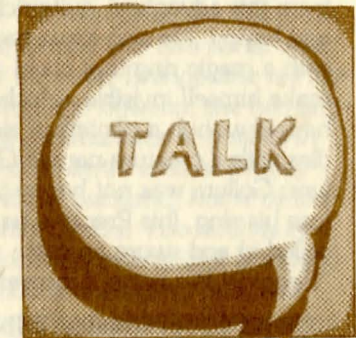
2) Make certain that your party always has at least one torch. Illumination in underground areas is critical!

3) The Shire is a place to practice your skills. Exploring it thoroughly before you leave is beneficial. However, if you receive a hint that Black Riders are nearby, get away from there!

4) Keep hobbits out of combat if at all possible, at least until they have armor or magic weapons. However, hobbits are useful and important to the overall course of the game. Don't drop hobbits out of the Fellowship just because they aren't as good in combat as the other characters.

5) Don't necessarily avoid areas because someone tells you that they are dangerous.

6) "The Lord of the Rings, Volume One" has a number of plot twists that cannot be avoided. Don't be too anxious to restart the game if something that seems disastrous happens.





BACKGROUND

WHAT HAS GONE BEFORE...

In a hole in the ground lived a hobbit. That hobbit's name was Bilbo Baggins, and, quite unexpectedly, he was taken off on an adventure by a wizard named Gandalf and thirteen dwarves. The dwarves wished to regain their home, which they had lost long ago to a dragon named Smaug. Since dwarves are not very stealthy (and hobbits are), Bilbo was hired to act as a Burglar, to sneak and scout in Smaug's lair.

Eventually, Bilbo came back from this adventure, quite rich and happy. He also came back with a magic ring that could make himself invisible, which he had won in a contest of riddles with a creature named Gollum. Gollum was not happy to lose his ring, (his Precious he called it) and swore an oath: "Baggins! We hates it forever!"

On his 111th birthday, Bilbo had grown tired of life in the Shire (the land of hobbits) and

decided to leave and retire with his friends, the elves of Rivendell. Bilbo gave his Ring to his nephew Frodo. Bilbo had become very attached to his ring, and found himself surprisingly hesitant to give it away, but with Gandalf's help, he left it behind. Bilbo's reluctance to give away the ring made Gandalf very worried. Gandalf travelled through many lands to discover what the ring truly was. He found his answer. The ring was the One Ring, forged by the Dark Lord Sauron as an instrument of evil magical power. He who possessed the Ring had the ability to conquer the world. But the Ring also corrupted anyone who used it. Gandalf also learned that the Dark Lord had captured Gollum, and knew that the Ring was held by a hobbit named Baggins. Gandalf returned to the Shire and told the young hobbit, Frodo, of what he had found.

They decided that Frodo was to go to Rivendell, the home of the elves, and there they would decide what to do with the

Ring. On Frodo's birthday (at the latest) Gandalf would come to escort him to Rivendell personally. Frodo would pretend to move in with his family in the eastern part of the Shire, and then quietly travel to Rivendell. If Gandalf couldn't make it, then he was to go by himself. Gandalf advised him to do two things: use the name "Underhill" (since the Dark Lord would be searching for "Baggins") and to take with him friends that he trusted.

Frodo did as Gandalf said, selling his home, Bag End, to his odious cousin Lobelia Sackville-Baggins, and waited for Gandalf to arrive on his birthday. But Gandalf did not come. Now Frodo will have to make a very dangerous journey, with only his wits to protect him from the greatest evils of Middle-earth.

THE SHIRE

The Shire is, in the opinion of most respectable beings, the most civilized place in Middle-earth. Here hobbits live in peace and productive prosperity, away from the wars that plague the otherwise great human nations of the South. In the Shire, no hobbit has intentionally killed another hobbit in living memory.

Like much of Middle-earth, the Shire is a green, pleasant land, with rolling hills, woods, and fields, and little rivers. Small towns dot the landscape. Some hobbits live in houses; many others live in holes; snug comfortable hobbit holes. While one sees the occasional dwarf in the Shire (and, on very rare occasions, elves) the Shire is almost exclusively the domain of hobbits. Hobbit life is chiefly concerned with day-to-day matters.

Hobbits prefer to talk about life in the Shire; this is indeed an interesting pastime and asking a hobbit for news can reveal an astonishing amount of gossip. However, as hobbits occasionally have difficulty separating facts from fantasy, everything they tell you cannot be considered to be absolutely reliable. Good hobbit-sense will usually reveal where the truth is. In this game, the Shire can be divided into two parts: west of the River Brandywine is Hobbiton and Bywater, the two largest communities of hobbits in Middle-earth. East of Brandywine is Buckland, home of the Brandybucks. The hobbits of Hobbiton believe that Buckland hobbits are slightly odd, and sometimes unbelievable rumors will be spread about them. The hobbits of Buckland believe that Hobbiton hobbits are

slightly odd, and strange rumors about Hobbiton hobbits will be heard there. This is considered to be perfectly normal for the Shire, and no real malice is intended.

PROMINENT PERSONALITIES

FRODO BAGGINS: The nephew of Bilbo Baggins, Frodo's parents drowned in a boating accident and Frodo was adopted by his uncle. Frodo inherited Bag End following his uncle's mysterious and scandalous disappearance during his eleventy-first birthday party. Frodo soon became respected, in spite of his association with dwarves, elves, and the wizard Gandalf, considered by most hobbits to be of dubious character. Frodo is a gentle, peace-loving hobbit and a good neighbour.

SAMWISE GAMGEE: The son of old Gaffer Gamgee, Samwise (better known as Sam) is Frodo's closest friend. Samwise works in the gardens of Bag Row, and is known as one of the sturdiest hobbits in Hobbiton, as well as an exceptional gardener. The only flaw in Sam's character is his love for Frodo's tales (passed down through Frodo's irresponsible uncle Bilbo) of elves, dwarves, and wizards.

PEREGRIN TOOK: Peregrin (almost always known as Pippin) is the oldest son of Paladin Took, the Thane of the Shire. Pippin is a jolly hobbit who makes a good friend, but is rather immature and irresponsible.

MERIADOC BRANDYBUCK: Meriadoc (almost always known as Merry) is the only son of Saradoc Brandybuck, the Master of Buckland. Merry is a childhood friend of Frodo Baggins, his cousin, and he and his friend Pippin are virtually inseparable. Unlike Pippin, Merry is a smart and responsible young hobbit.

GAFFER GAMGEE: Old Gaffer Gamgee is the father of Samwise Gamgee, and was the Bilbo Baggins' gardener for many years. He is slightly hard of hearing these days, but is still fiesty and a fierce defender of his old employers Bilbo and Frodo in Hobbiton's many fierce tavern discussions.

LOBELIA SACKVILLE-BAGGINS: The nemesis of Bilbo Baggins and his nephew Frodo; Lobelia is a very ambitious and snobbish hobbit from the south of the Shire. Lobelia's (now deceased) husband Otho was Bilbo's closest relative and would have inherited Bag End, except for Bilbo's adoption of Frodo. Lobelia has

held a major grudge against Frodo ever since Bilbo returned from his adventure with the dwarves (when she and Otho were about to purchase the long-desired Bag End at an auction); at the beginning of this game, Lobelia finally purchased Bag End from Frodo, news which has shocked most of the hobbits in the Shire. Lobelia is cantankerous and overly fond of status and protocol, and has absolutely no sense of humor.

LOTHO SACKVILLE-BAGGINS: Often referred to as Lotho Pimple, Lotho is an obnoxious young hobbit who was spoiled rotten by his mother, Lobelia. Lotho believes that the Shire needs to see changes, big changes, and he's going to be the Boss while these changes occur.

TED SANDYMAN: A rather unpleasant young hobbit, who is especially disliked by Sam Gamgee. Ted runs the Hobbiton Mill, and is a cohort of Lotho Pimple in his ideas to change the Shire, as he loves big, noisy, smoke-producing gadgets that no sensible hobbit would want anywhere near them.

ROSE COTTON: Daughter of the poor but respected Farmer Cotton, this kindly and humble hobbit girl is a special friend of Sam Gamgee.

WILL WHITFOOT: This lovely, friendly old hobbit is the Mayor of Hobbiton. He tries to get along with everyone, even with people as unpleasant as Lotho and Lobelia.

FARMER MAGGOT: This tough old farmer has a distinct dislike for trespassers.

SARADOC BRANDYBUCK: The current Master of Buckland, and Merry's father. The Master of Buckland is a ceremonial title given to the head of the prominent Brandybuck family. Master Saradoc also possesses the only key to the Buckland Hedge Gate.

PROMINENT PLACES IN THE SHIRE

The following is a guide to the places listed on the Shire Map. It should be noted that not *every* place in the Shire is included in this guide (or on the map in the centerspread).

1. **BAG END:** The most comfortable hole in the Shire, this is the residence of the prominent (if somewhat disreputable) Baggins family. Within its corridors are said to be treasures that Bilbo Baggins acquired during his quest with the dwarves.

2. **GAFFER GAMGEE'S HOLE:** This prominent hobbit gardener is one of the stoutest

Handwritten note: Hatched
silviculture



Map of the Shire

1. Bag End
2. Gaffer's Hole
3. East Woods Ruins
4. The Mill
5. Hobbiton Inn
6. Green Dragon Tavern
7. Great Roads Goods
8. The Grange (*Byrds*)
9. Mathom Store
10. Green Hill Country
11. Buckland Bridge
12. Farmer Maggot
13. Buckland Ferry
14. Cotton Farm
15. Brandy Hall
16. Bucklebury Tavern
17. Hedge Gate
(to Old Forest)

citizens in Hobbiton. Gaffer can often be found in front of his hole, waving a cheery hand and saying hello.

3. EAST WOODS RUINS: The East Woods are a dark and dangerous place, and no sensible hobbit goes near them. The ruins were made by the King long ago, and have been left alone by the hobbits. Who knows what dangers lurk in the East Woods?

4. THE MILL: This is where hobbits grind grain to make their bread. The Mill is one of Hobbiton's favorite landmarks.

5. HOBBITON INN: The Hobbiton Inn is one of the Shire's favorite watering holes, full of cheer and good company — and plenty of gossip, of course.

6. GREEN DRAGON TAVERN: This is another of the favorite places in the Shire, a tavern whose ale is said to be unsurpassed in the Shire. This is also a good place to find gossip.

7. GREAT ROAD GOODS: Jolly Proudfoot's store, which sells many supplies of high quality. Anyone who goes on a journey should visit Great Road Goods first.

8. THE GRANGE: This farm is run by Farmer Grubb, a thoroughly respectable hobbit.

Farmer Grubb is as sensible as a hobbit can get, though his son Freddi has been known to get into trouble.

9. MATHOM STORE: When hobbits have birthdays, the custom in the Shire is to give presents, rather than receive them. The mathom store has a wide selection of gifts, though some of them may seem to be of limited versatility.

10. GREEN HILL COUNTRY: This is a pleasant land of rolling hills and trees, a place where hobbits sometimes have long leisurely walks. There are also strange ruins, and the occasional sighting of elves, both of which are ignored by sensible hobbits.

11. BUCKLAND BRIDGE: The River Brandywine is very wide, and there are only two ways across it. By far the most popular crossing (especially with hobbits that don't like boats) is the Buckland Bridge.

12. FARMER MAGGOT: One of the most sensible and knowledgeable hobbits around, Farmer Maggot specializes in growing the best mushrooms in Middle-earth. His farm is often looted by hobbit children who find the temptation of his mushrooms irresistible, though one has to beware of his attack dogs.

13. BUCKLAND FERRY: The second way to cross the River Brandywine; the Buckland Ferry is for hobbits that are adventuresome enough to risk travel by boat. (Actually, the hobbits in Buckland like to ride in boats; this is one of the reasons why hobbits in Hobbiton consider Bucklanders to be a little "odd".)

14. COTTON FARM: This is the home of Farmer Cotton and his daughter, Rose.

15. BRANDY HALL: The largest home in Buckland, home of the prominent Brandybuck family. Brandy Hall is governed by Saradoc Brandybuck, Meriadoc's father, and his nonsense wife, Esmerelda. Brandy Hall is considered to be too close to the Old Forest for people's liking (see Outside the Shire).

16. BUCKLEBURY TAVERN: This is the most popular tavern in Buckland; strange guests from outside the Shire (such as dwarves) who travel through Buckland can often be found here.

17. HEDGE GATE: This is the private entrance of the Brandybucks into the Old Forest.

OUTSIDE THE SHIRE

1. THE OLD FOREST: This dark and dismal forest is greatly feared by the hobbits of the Shire. Only the most adventuresome of Brandybucks have been known to wander here, and few of them have ventured far from the gate. While it is doubtful that the stories of goblins, wolves, and evil wizards who lurk here are true, this is still an ominous place whose trees hate those who walk beneath its boughs. More than one hobbit who has entered here has never returned. The Brandybucks are believed to be knowledgeable about the forest.

2. BARROW DOWNS: These hills have an even worse reputation than the Old Forest. They are tombs of the old Kings, who are inhabited by evil spirits known as barrow wights. No hobbit has ever been known to survive an encounter with these creatures. Great wealth is said to be buried in these tombs.

3. BREE: Bree is actually four villages combined: Archet is the north village, Staddle is the southern village, while Bree and Combe have grown into each other, behind the protection of the Breewall. Bree is the home of both hobbits and humans, who share the commu-

nity and live in peace together, the only place in Middle-earth where such an arrangement exists. The community is also used by wandering men known as Rangers, who are not trusted or liked by the people of Bree. Recent years has seen an increase in bandit activity in and around Bree.

Bree is the only town between the Shire and Weather-top; it is an excellent place to pick up supplies. Its people are suspicious, but can be extremely helpful when you have won their trust. Gandalf is known to have friends here.

4. FORSAKEN INN: This Inn is the last tavern (or indeed the last civilized place) until Rivendell. It is known for its comfortable lodgings.

5. WEATHERTOP: This tall hill is the site of ancient ruins that were built by human kings long ago. Weather-top (or Amon Sul, as it was called in the old days) is a mountain which provides an ideal vantage point for the road.

6. THE LAST BRIDGE: This is the only place where the River Hoarwell can be crossed. It is also (unofficially) the entrance into the Trollshaws, where some very nasty trolls live.

7. THE TROLLSHAW: A land of hills, cliffs, and mysterious caverns, this is also the home of stone trolls, some of the most dangerous creatures in Middle-earth.

8. THE FORD OF BRUINEN: This is the only way to cross the river Bruinen, a rapid and dangerous river.

9. RIVENDELL: The home of Elrond and the Elves, the goal of the first part of this game is to reach this place safely.

10. REDHORN PASS: A mountain pass, infamous for its unfriendly climate and frequent snowstorms. This is the southernmost pass of the Misty Mountains.

11. MORIA: Ancient mines built by the dwarves, located deep in the heart of the Misty Mountains.

12. LORIEN: An elven stronghold, somewhere east of Redhorn Pass and the mines of Moria.

13. MORDOR: The Black Land, the dwelling place of the Dark Lord Sauron. Mordor will not be reached until the third game of the series; the ultimate goal is to drop the One Ring of Sauron in the volcano in which it was made, Mount Doom.

A HISTORY OF MIDDLE-EARTH

While not as important as the latest happenings of the Shire and great historical events such as the Battle of Bywater, a close study of the history of Middle-earth can be a rewarding pursuit for hobbits. The history of Middle-earth is extremely long and complex; a very short condensed version from the Red Book follows:

THE FIRST AGE

In the beginning was Iluvatar, also known as Eru "The One". He created all things from the thoughts of his mind. Desiring to create things where there was nothingness before, he created his servants, the Valar and the Maiar, and brought them together in a great music, which contained the creation and the destiny of Middle-earth. These spirits descended to Middle-earth to build the world, in accordance to the music that Eru had devised, and also in accordance to their own creativity. But there was one among the Valar, the greatest of spirits, Morgoth, who sought to impose his own thoughts on Middle-earth that were contrary to the will of Eru. Thoughts of evil. Morgoth's evil was power-

ful, and he subverted many of the Maiar to his cause, most notably spirits of flame and shadow called Balrogs, and Sauron, the Deceiver.

In time, as Eru had planned, elves were born. The Valar, eager for their companionship, invited them to their land of Valinor. And the elves came, and learned from the Valar. Of these elves, the greatest was Feanor, who created the Silmarils, three jewels of light that captured and preserved the living radiance of the Two Trees of Valinor.

Morgoth, who hated the friendship of the Valar and the elves, plotted to destroy it. He slew Finwe, the father of Feanor, stole the Silmarils, and poisoned the Two Trees. Feanor swore to lead the elves on a crusade to destroy Morgoth, but the Valar forbade this. Feanor defied the Valar and many elves followed him. They came to Morgoth's northern fortress of Angband, and a long, bloody, and doomed war ensued.

The War of the Silmarils lasted nearly five hundred years, and contained many deeds of heroism and tragedy. At this time, humans joined the elves in the war of Middle-earth, and the names of men often stand beside those of the

greatest elven heroes: Beren and Luthien, who cut a Silmaril from the Iron Crown of Morgoth. Hurin and his son Turin, both cursed by Morgoth, who committed both deeds of valor and atrocities because of the curse. The seven sons of Feanor, whose oath to recover the jewels of his slain father led to the slaughter of elves by elves. The fall of Gondolin, where some of the greatest deeds of heroism occurred. But in the end, Morgoth defeated the elves, mocking their efforts to destroy him.

However, his triumph was short-lived. Earendil the Mariner fled Middle-earth and sailed through great perils to the land of the Valar and pleaded pity for the humans tormented by Morgoth and mercy for the elves that had defied the Valar. Then the Valar mustered their host, and waged war against Morgoth, and threw him down. Angband was destroyed, as was much of the west of Middle-earth. The Balrogs were slain, save for a few that hid themselves in the depths of the earth. Morgoth was shackled by the Valar until the Last Day, at which time he will be judged. Of his great servants, only Sauron survived, and even he hid for many years.

THE SECOND AGE

The First Age ended with the fall of Angband and the destruction of the Western portion of Middle-earth, Beleriand. The Valar invited the elves to return to Valinor, and most returned. Of all those who had led the rebellion against the Valar's wishes, only Galadriel, the wisest of the elves, remained alive; she chose to stay in Middle-earth. The High King of the Elves was Gil-galad, grandson of Fingolfin, Feanor's brother. The only survivor of Feanor's house was Celebrimbor the smith, grandson of Feanor, who dwelt in Eregion near the dwarven mines of Moria.

The sons of Earendil, Elrond and Elros, were given a choice by the Valar. Elrond chose to be counted as an elf, and was given elven immortality. Elros chose to be a man; he and those humans who had fought with the Valar against the forces of Morgoth were given a great continent to rule in the midst of the Western Sea; the continent was called Numenor. These men, the Numenoreans, lived long, prosperous lives, and with the friendship of the elves and the gifts of the Valar, built the greatest empire that the world has ever known. The Valar placed only one restriction on the Numenoreans: they

were not allowed to approach Valinor, or sail into the west out of sight of their western shores. This restriction was known as the Ban of the Valar.

In the middle of the second age, Sauron came to Eregion in disguise, and won the friendship of Celebrimbor. During this time, they collaborated, and created Rings of Power, designed to preserve and sustain Middle-earth. Three Rings were given to the elven lords, Celebrimbor, Galadriel, and Elrond. Seven were given to the dwarven lords in their halls of stone. Nine were given to the greatest of the Numenorean Princes who dwelt in Middle-earth. Then Sauron betrayed Celebrimbor, and created the One Ring. The Wearer of the One Ring would receive many powers: to walk unseen amidst men, to become ageless and immortal, and most important of all, to dominate all who wore the Lesser Rings. When Sauron placed the One Ring on his finger, the elves became aware of what Sauron truly was, and removed their Rings. There was war between Sauron and the elves, and it would have been likely that the elves would have been defeated utterly, except for the intervention of Numenor. Then Sauron, bitter in defeat, vowed revenge against Numenor, and

retreated into his fortress of Mordor. He became a tyrant who oppressed much of the East, but he did not make war against the elves (who lived in the west of Middle-earth) again for many centuries. Numenor began to colonize Middle-earth, and where the Numenoreans built their great towers, Sauron retreated. However, as the centuries passed the Numenoreans themselves became discontent, and the Ban of the Valar troubled them greatly. The kings of Numenor broke their friendship with the elves and became tyrants. Only a small portion of the people of Numenor kept true to the old ways; these were known as the Faithful.

Finally, Ar-Pharazon the Golden, the greatest king of Numenor, heard that Sauron was mustering his forces to attack the Numenorean bases in Middle-earth and drive Numenor into the sea. Angered, Ar-Pharazon mustered the might of Numenor into a massive army, sailed to Middle-earth and marched on Sauron's Dark Tower, the Barad-dur, in the heart of Mordor. He demanded that Sauron come forth from the tower and declare himself his vassal.

And Sauron came.

Even at the zenith of Sauron's power, even with the One

Ring, Sauron knew that he was not a match for the power of Numenor. He abased himself before Ar-Pharazon, and swore allegiance. Ar-Pharazon was not deceived by Sauron, but brought Sauron to Numenor. This was a major mistake. For Sauron took the already corrupt Numenoreans and led them into utter darkness. He told that whoever possessed the land of the Valar would have immortality. Ar-Pharazon, who was feeling the effects of his age and feared death, believed Sauron. He mustered the greatest fleet that was ever built to attack Valinor and seize immortality. The Valar responded by destroying the fleet and burying the great continent of Numenor forever under the sea.

From Numenor came seven ships filled with those Faithful to the Valar, led by Elendil and his sons Isildur and Anarion. With them came a sapling of the White Tree, the symbol of the eternal friendship between Numenor and the Valar. They established great human kingdoms in the North and South of Middle-earth, named (respectively) Arnor and Gondor. However Sauron also survived the downfall of Numenor, and waged war against the Faithful and the elves, who thought Sauron to be dead. In response to Sauron's attacks, the Faith-

ful and the elves formed the Last Alliance of Elves and Men, and a final battle was fought at the gates of the Dark Tower. Gil-galad the High King was slain, and Elendil and Anarion were killed, but in the end Prince Isildur cut the One Ring from Sauron's finger, and the Dark Lord's spirit fled his body. Thus ended the Second Age of Middle-earth.

THE THIRD AGE

During this Age, the power of elves and dwarves diminished; for it is said that the destiny of the world is now in the hands of humanity.

Sauron was slain by Isildur, but could not be permanently destroyed while the One Ring existed. Elrond counselled that Isildur throw the Ring into Mount Doom and the fires in which it was made. Isildur proudly refused, saying that it was to become a trophy for his House, taken to avenge his father's death.

Soon after this, Isildur was slain by an ambush of orcs as he crossed the Great River. His son inherited the kingdom of Arnor, but there were too few people to hold it together. Eventually, Arnor split into three kingdoms: Arthedain, Cardolan, and Rhudaur. Soon afterwards, a terrible enemy

emerged: the Witch-King of Angmar.

The Witch-King was in fact the greatest of the Ringwraiths, those human princes who had been ensnared by the Nine Rings. He waged constant war against the three kingdoms of Arnor, and corrupted Rhudaur to his service. Eventually, he destroyed the kingdoms of the sons of Arnor, but forces from the south led by the Prince of Gondor came soon afterward to destroy Angmar, and the Witch-King fled into hiding. The descendents of the kings of Arnor were too few to govern a kingdom; for long years none save the elven lords knew their fate.

In the South, Gondor grew into a great power, at its height recalling the glory days of Numenor. But it went into decline. Earnur, the last king of Gondor, was slain by the Witch-King ages ago, and the stewards of Gondor took control of the affairs of Gondor "until the king returns."

Sometime at the height of the age a Shadow fell upon Mirkwood, and an evil presence made its home in Dol Guldur, the Hill of Dark Sorcery. At this time five aged wizards appeared, who offered aid and counsel to those who would listen. The greatest in power and

knowledge was Saruman the White; the wisest and most compassionate was Gandalf the Grey; and closest in tune with the forces of nature was Radagast the Brown; of the other wizards, no tale speaks. They struggled to discover the nature of the Dark Power of Dol Guldur; Gandalf crept into its vast chambers and discovered that Sauron had returned. They allied with the elves to drive Sauron from Dol Guldur, but Sauron simply returned to his old fortress in Mordor and raised the Dark Tower once again. Armies of orcs continuously fought against the forces of Gondor, as Sauron wore down the armies of his ancient enemy. And most of all, Sauron sought to discover the hiding place of the One Ring.

The One Ring was not discovered by Sauron. Instead, it was found by one of the hobbits who lived near the great river, a hobbit named Deagol. Deagol showed it to his friend, Smeagol, who murdered Deagol and took the Ring as his own. Eventually Smeagol's people drove out the malicious creature, and it fled into a cave in the Misty Mountains, where it kept the Ring, its "Precious", for many years. Smeagol became known as "gollum", for the swallowing noise that he constantly made.

The third age was an era of great tragedies for the dwarves of Middle-earth. The greatest dwarven fortress of Middle-earth were the mines of Moria, which the dwarves named "Khazad-dum". A monstrous terror was accidentally stirred from slumber by dwarven miners, and the dwarves were expelled from the mines. Some fled to the North, and made new mines in the Lonely Mountain, Erebor. But Smaug, the greatest dragon of the Third Age, pillaged the Lonely Mountain and took its treasures as its own.

The dwarves fled; they returned to Moria, which was found to be full of orcs. The orcs murdered the King of the dwarves, and in retribution there was a pitiless battle, Azanulbizar, where many dwarves and orcs were slain. The dwarves won the battle; but did not re-enter Moria for fear of the evil that had been awakened, which they named Durin's Bane. Yet Moria was the greatest of their mines, and they did not forget that.

At this time, Thorin Oakenshield, the proudest dwarf prince, met with the wizard Gandalf the Grey. They both sought ways to destroy Smaug; now they joined forces. But the dwarves were not stealthy creatures, and they needed stealth

to succeed against a dragon. So they recruited a rather reluctant adventurer, the most famous Burglar in history, a hobbit named Bilbo Baggins.

The quest to slay Smaug was a success, but during this adventure an even greater event occurred: Bilbo encountered Gollum, the wretched creature that had taken the One Ring, and won the Ring in a contest of riddles. Gollum swore vengeance against "Baggins", and left his mountains to pursue him. Eventually, Gollum was captured by the Dark Lord, who learned that "Baggins" had his Ring.

These are desperate times. In the Dark Tower, Sauron broods and plots, focusing on three objectives. First, he intends to conquer Gondor, the last remaining kingdom of his ancient human enemies. Second, he intends to destroy the last remnant of the elves of Middle-earth. Third, he intends to recover the One Ring. Once he has the One Ring on his hand, nothing will stop him.



ESTIARY OF MIDDLE EARTH CREATURES

There are many dangerous creatures in Middle-earth, though anyone with good hobbit sense will know well enough to avoid them, here is a guide for those accursed with an adventurous streak who might meet them:

FOES

SAURON: The Dark Lord of Middle-earth is Sauron. In his origin he was one of the Maia whom Morgoth corrupted to his service. During the First Age of Middle-earth, he was Morgoth's lieutenant, and the greatest of his servants. After the fall of Morgoth, he took up his master's former role as the Dark Lord. Sauron is known to be a terrifyingly powerful sorcerer, a master of deceit, and a tyrant whose ambitions are boundless. The state of his physical form is unknown; he is usually symbolized as a lidless red Eye. Sauron is the current incarnation of Evil in Middle-earth today.

RINGWRAITHS: Also known as the Nazgul, or the

Nine, or by a dozen other dreadful

names. These are Sauron's most powerful servants, great humans of Numenorean stock who were enslaved by the Nine Rings that Sauron gave to them. The Ringwraiths

may be slain, but usually they will abandon their forms at the instant of death, and flee as shadows back to Mordor to take new shapes. The mightiest of the Ringwraiths is the Witch-King, formerly the ruler of Angmar. It has been prophesized that "not by the hand of man shall he fall."

ORCS: Also known as goblins, these foul creatures were created by Morgoth in the Great Darkness during the First Age of Middle-earth. Through dark sorcery, the Great Enemy corrupted elves and transformed them into these brutish slaves. Orcs delight only in



watching things suffer and die; these soulless creatures bear special malice to elves and dwarves, against whom they have fought many battles. There are three levels of command in the hierarchy of orcs: there are the commanders, the uruk-hai, normal orcs, and the snagas, who are the slaves. Orcs are tough in combat; not even the toughest human hero should take a battle against the uruk-hai lightly.

TROLLS: Of all of Sauron's servants, trolls have the greatest physical might. These huge gigantic figures may be the corrupted forms of tree spirits, created by Morgoth in the Great Darkness. Trolls are normally incapable of withstanding daylight, but recently Sauron has created a new breed of troll, the olog-hai, that can withstand daylight.



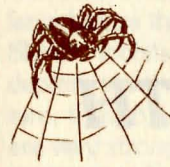
WOLVES: The wolves of our world are predators who feed on caribou and do not attack humans; however, the wolves of Middle-earth are not as gentle. Normal wolves are noted for their fierceness, especially when hungry. However, the largest wolves of Middle-earth are the subject of much more fearsome tales; during the First



Age, Morgoth captured wolves and filled them with cunning and malice, transforming them into wargs, beasts of hatred. Wargs enjoy hunting and killing their prey, be they hobbits, humans, or elves. Wargs often work with orcs, which has led to the proverb "where the warg prowls." Orcs have been known to ride wargs like horses into battle.

Middle-earth is also known to be the home of werewolves, wolves that can vary its form between human and wolf form. Such creatures are quite rare, but should be guarded against; during the First Age, Sauron was the Captain of Werewolves and undoubtedly commands their allegiances.

SPIDERS: The first spider was Ungoliant, who helped Morgoth destroy the two Trees of the Valar and steal



the Silmarils. From her evil progeny have come the spiders of Middle-earth, both great and small. The huge spiders of Mirkwood are greatly feared; large, deadly spiders can be found in virtually every part of Middle-earth.

EVIL SPIRITS: As documented in the History section, there were many spirits created by Eru, the One, before the creation of the world. Many of these spirits were seduced by Morgoth, Master of the Great Darkness, Sauron's master during the First Age of Middle-earth. While most of these spirits were slain in battles many years ago, a few still hide in the deep places of Middle-earth. Of these spirits, the most terrifying are Balrogs, demons of fire and shadow who were Sauron's lieutenants during the wars of the First Age. It is thought that Balrogs may still exist in the deep places of the earth.

BARROW WIGHTS: These terrible monsters inhabit the Barrow Downs between the Old Forest and Bree. Little is

known of them, for few have lived to tell of an encounter with them, and of those few none will tell their tales willingly. It is probable that they are spirits who were corrupted by the Witch King long ago, and serve the evil intent of Sauron.

SORCERERS: There are few practitioners of the black arts, however, there are some humans and orcs who have been taught sorcery by Sauron, or his greatest captain, the Witch-King. Sorcerers are evil and should be avoided where possible.

DRAGONS: The greatest and most powerful of the creations of Morgoth, the greatest dragons are even more deadly than Balrogs. Few dragons remain alive today, and those are usually found in the wastes of Northern Middle-earth. They have huge wings, a heavily armored scaly body, sharp teeth, and breathe fire.

VAMPIRES: Though no vampires have been seen since the end of the First Age of Middle-earth, it does not mean that they still do not exist. Vampires are sorcerers (or witches) who can assume the form of a giant bat. Of these creatures, little is known.

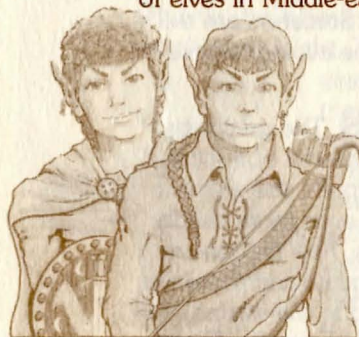




PEOPLES OF MIDDLE EARTH

ELVES: The first people of Middle-earth, elves are beautiful, strong, and immortal. They can only be slain by weapons in battle, or by severe grief that robs them of the will to live. There are four major enclaves of elves in Middle-earth: the

kingdom of Tharanduil in Northern Mirkwood; the Last Homely House of Elrond at Rivendell; Lothlorien,



which is ruled by the Lady Galadriel; and the Grey Havens of Cirdan west of the Shire. Elves are usually either carefree and merry, or sad and thoughtful. They enjoy song and poetry, and derive little joy from acts of war.

HUMANS: The second people of Middle-earth, humans are similar to elves, with one major difference: they are not immortal. Humans have a lifespan of sixty to one hundred years; the Dunedain (the Men

of the West, ie. those descended from Numenor) have an extremely long lifespan. The major human nations are in the East and South of Middle-earth: Rohan, Dunland, Gondor, the Kingdom of the Harad, and Rhun. Many of the humans of the far south and east are in league with Sauron.

DWARVES: These tough sturdy peoples are the creation of Mahal, the Vala known as Aule.

Dwarves are stubborn, aggressive, covetous, and quick to take offense, yet they are also honorable, steadfast companions. The major dwarven strongholds are in the Blue Mountains west of the Shire, and in the Iron Hills and the Lonely Mountain, which are located in the east of Middle-earth.

HOBBITS: Of these small, civilized but small creatures, much is said elsewhere. The origin of hobbits is a mystery, but



it is believed that they have existed in Middle-earth for millennia before they came to the Shire. Hobbits are peaceful and deplore violence and adventure, though when forced, they are very strong-willed, sturdy creatures indeed. Hobbits chiefly dwell in the Shire and in Bree.

EAGLES: The Great Eagles of the North are the most intelligent birds in Middle-earth (many of whom have been gifted with the ability to speak to humans). The Eagles are the servants of Manwe, the chief of the Valar, and are often sent by him to aid the forces of good in time of great need.

In addition to the sentient creatures of Middle-earth, there are wide variety of less intelligent and/or antagonistic creatures: these include ponies, horses, bears, and even the legendary oliphant.

GLOSSARY of NAMES

(For Tolkien fans; this is lore that Frodo would have had a reasonable chance of acquiring during his years with Bilbo, and may be misleading. Some of these entries are incomplete, as not to spoil the mysteries of Middle-earth for players who have not read the series. Also,

for convenience sake, we have anglicized some of the spellings).

AMON SUL: A ruined area on top of a mountain east of Bree, also known as Weather-top.

ANARION: The younger son of Elendil; Anarion was slain in the last battle of the Second Age. His sons became the rulers of Gondor.

ANGMAR: An ancient kingdom in the north slopes of the Misty Mountains, ruled by the Witch-King. Angmar destroyed the kingdoms of Arthedain, Cardolan, and Rhudaur, but was overthrown by forces belonging to Gondor.

ARAGORN: A great tracker and hunter, known to be a friend of Gandalf. Aragorn is a direct descendent of Isildur.

ARNOR: An ancient human kingdom in Northwest Middle-earth, founded by Elendil and ruled by the children of Isildur. Internal conflicts caused it to be divided into three smaller kingdoms: Arthedain, Cardolan, and Rhudaur, which were later destroyed by the Witch-King of Angmar.

ARTHEDAIN: The greatest of the three kingdoms that replaced Arnor; Arthedain was destroyed centuries ago by the

Witch-King. Aragorn is a descendent of its last king.

ARWEN: The daughter of Elrond, betrothed to Aragorn.

AR-PHARAZON: The last king of Numenor. He captured Sauron during the Second Age, but Sauron tricked him into attacking Valinor. The Valar responded by calling upon Iluvatar, who destroyed Numenor.

AULE: The Smith of the Valar, creator of dwarves, and husband of Yavanna. Known to the dwarves as Mahal.

BALROGS: Demonic servants of Morgoth, with powers of fire and darkness. (See Evil Spirits in the Monsters section).

BARAD-DUR: The Dark Tower of Sauron, his principle stronghold.

BARROW DOWNS: Hills and tombs located east of the Old Forest. They are said to be the homes of barrow wights, horrible monsters that kill travelers.

BARROW WIGHTS: Legendary monsters that live in the Barrow Downs.

BEREN: The most renowned human hero in history; he took a Silmaril from the Iron Crown of Morgoth, and married Luthien of Doriath. Beren was

an ancestor of the Kings of Numenor.

BILBO BAGGINS: A hobbit who was recruited by dwarves to steal treasure from the dragon Smaug, and who accidentally found the One Ring. He is the uncle of Frodo Baggins.

BREE: A town inhabited by humans and hobbits, located east of the Barrow Downs.

BOROMIR: The oldest son of Denethor of Gondor, and its greatest warrior.

BUCKLAND: The eastern part of the Shire, which lies across the River Brandywine. Buckland is home to the Brandybuck family.

CARDOLAN: One of three kingdoms formed when Arnor collapsed; this kingdom was destroyed by Angmar long ago. It was situated where Bree and the Barrow Downs now stand, and Weathertop (Amon Sul) was one of its strongholds.

CELEBRIMBOR: An elven smith, co-creator (with Sauron) of the Rings of Power. Celebrimbor was betrayed and murdered by Sauron in the Second Age of Middle-earth.

DENETHOR: The current ruling steward of Gondor, father of Boromir and Faramir.

DOL GULDUR: The citadel of Sauron in Southern Mirkwood.

DRAGONS: Monstrous flying reptiles with scales stronger than armor and fiery breath. Dragons are renowned for their greed, cunning, and viciousness. Smaug the Golden, who was slain eighty years ago, was believed to be the last great dragon in Middle-earth.

DUNLAND: A land on the southwestern slopes of the Misty Mountains, the ancient enemies of Rohan.

DURIN: The father of the dwarves, the first of their race, and oldest of the Seven Fathers of the Dwarves created by Aule.

DURIN'S BANE: A monster of unknown origin that slew Durin.

DWARVES: A race of short bearded smiths, known for their great skill in mining and metal-working. The first seven dwarves, known as the Seven Fathers, was created by Aule, the Vala of Smiths, whom the dwarves call Mahal. The oldest and greatest dwarf is Durin; their greatest mansion was Khazad-dum (which the elves called Moria). The dwarven name for their race is Naugrim.

EAGLES: Huge birds. Giant talking eagles serve as protectors of good in Middle-earth.

EARENDIL: A leader of the humans at the end of the First Age; Earendil took the last Silmaril to Valinor and pleaded mercy for the sins of the elves and humans to the Valar, which resulted in the last battle of the First Age. Earendil sails a heavenly ship that shines with the light of the Silmaril; this ship is called Earendil's star.

ELBERETH: A elvish name for Varda, the Queen of the Valar, who made the stars. She is the Vala who is most feared by forces of evil.

ELENDIL: The leader of the Faithful in Numenor, who sailed to Middle-earth when Numenor was destroyed. Elendil set up the kingdoms of Arnor and Gondor, and was slain in the last battle of the Second Age. His sons were Isildur and Anarion.

ELROND: One of the two sons of Earendil, who chose to become an elf and founded Rivendell. Elrond is the father of Arwen, and was the brother of Elros.

ELROS: One of the two sons of Earendil, who chose to become human and became the first King of Numenor. Elros is an ancestor of Aragorn.

ELVES: The Elder Race, also called the Eldar; an immortal people who are stronger and wiser than humans. Most elves live with the Valar in their home of Valinor, but there are several elven strongholds in Middle-earth; Elrond's home of Rivendell, the forest of Lorien, the kingdom of Tharanduil in Northern Mirkwood, and the Grey Havens (which are west of the Shire).

FAITHFUL, The: The group of Numenoreans who remained loyal to the old traditions of friendship with elves and the Valar; they fled Numenor before its downfall and founded the kingdoms of Arnor and Gondor.

They were led by Elendil, who was a direct descendent of Elros, first King of Numenor.

FARAMIR: The youngest son of Denethor, known as a scholar and soldier, second only to Boromir in the esteem of the people of Gondor.

FEANOR: The greatest elven smith who ever lived; Feanor created the Silmarils, and when they were stolen by Morgoth, he defied the will of the Valar by leading a large number of elves into a war against Morgoth. Feanor was slain early in that war by balrogs.

FORSAKEN INN: An inn located east of Bree.

GALADRIEL: The Queen of Lorien, Galadriel is reknowned for her power, wisdom, and beauty. Arwen is her granddaughter.

GANDALF (the Grey): Known to the elves as Mithrandir, the wisest of the wizards.

GONDOR: The great human kingdom of the south; its current capital is Minas Tirith. It was ruled by the sons of Anarion until a thousand years ago, when his line died; it is currently ruled by the Steward Denethor. Gondor is the greatest military power in Middle-earth that is opposed to Sauron.

ILUVATAR: The One, the creator of all things, master of the Valar. Also known as Eru.

IMLADRIS: Another name for Rivendell.

ISILDUR: The oldest son of Elendil; Isildur cut the One Ring from Sauron's finger in the final battle of the Second Age.

Isildur kept the Ring as a trophy instead of destroying it. Isildur died when the Ring fell from his finger and exposed him to orc archers as he swam

across the Anduin; this is why the Ring is known as Isildur's Bane. Isildur's sons became the rulers of Arnor.

KHAZAD-DUM: The dwarven city built underneath the Misty Mountains, referred to by the elves as Moria.

LONELY MOUNTAIN: Also known as Erebor, this mountain was an ancient home of dwarves, until they were expelled by the dragon Smaug the Golden. Nearly a hundred years before the start of this game, the Lonely Mountain was recaptured by the dwarves (with the assistance of some humans who lived nearby, and that most famous Burglar, Bilbo Baggins). It is currently ruled by the dwarven king Dain.

LORIEN: Also known as Lothlorien; this forest is the home of Galadriel, the most powerful elf in Middle-earth.

LUTHIEN: The daughter of Melian and Thingol of Doriath, and wife of Beren; Luthien helped Beren take a Silmaril from the Iron Crown of Morgoth. It was this Silmaril that became Earendil's Star.

MAHAL: The dwarves name for the Vala Aule, who created them.

MAIAR: Powers who serve Iluvatar, similar to the Valar, but

not as powerful. Sauron was a Maia, as was Melian of Doriath.

MANWE: The chief of the Valar, husband of Varda.

MELIAN: One of the most powerful and wisest of the Maiar, who married the elven King Thingol of Doriath. Melian was the mother of Luthien, and a close friend of Galadriel.

MELKOR: The original name of Morgoth.

MIDDLE EARTH: The world, where elves, dwarves, humans, and hobbits live, the setting for this game.

MIRKWOOD: A dark and dangerous forest, inhabited in the North by good elves led by Thranduil, and in the South by evil spiders and the dark citadel of Dol Guldur.

MORGOTH: Also known as Melkor, the greatest of the Valar, who fell into evil. He waged many wars against those Valar that remained faithful to Iluvatar. He stole the Silmarils from Feanor, and fought against the elves and men who struggled to recover them. Morgoth created orcs and trolls to serve as his slaves; he was defeated at the end of the First Age and is imprisoned for eternity.

MORDOR: The land of Sauron. Mordor is a land of grey ash plains in the southeast of Middle-earth. It is surrounded by mountains, and contains the most feared mountain of all — Mount Doom.

MORIA: The greatest mansion of the dwarves, who refer to it as Khazad-dum.

MOUNT DOOM: A volcano in Mordor, where Sauron forged the One Ring.

NAUGRIM: The dwarves' name for themselves.

NESSA: Sister of Orome, and swiftest of the Valar. Wife of Tulkas.

NUMENOR: A great star-shaped kingdom of men during the Second Age of Middle-earth, given as a reward to the sons of those men who had died aiding the elves against Morgoth. The Numenoreans became proud and eventually rebelled against the Valar, which resulted in the destruction of Numenor. The Numenoreans are the ancestors of the Dunedain, and the Lords of Gondor.

OLD FOREST: A forest east of Buckland, known for its dark trails and mysterious disappearances.

ONE RING: The greatest of the Rings of Power, forged by Sauron.

RANGERS: Hunters who wander the North of Middle-earth, mistrusted by those around them.

RED BOOK: A volume written by Bilbo Baggins, Frodo Baggins, and Sam Gamgee, in which the history of Middle-earth is written.

RINGS OF POWER: Rings created by Sauron and Celebrimbor. There were three elven rings (whereabouts unknown), seven dwarven rings, and nine rings for humans. These rings had the power to preserve Middle-earth, but Sauron forged the One Ring to control those who wore the other Rings and rule Middle-earth.

RINGWRAITHS: Nine servants of Sauron who were originally great Numenorean Princes that took Rings offered to them by Sauron; they became ghostly servants of great power, eternally enslaved to the will of Sauron.

RHUDAUR: One of three Kingdoms created when dissent tore apart Arnor; Rhudaur quickly fell under the domination of the Witch-King and was completely destroyed.

RHUN: The lands of Eastern Middle-earth, whose inhabitants are allied to Sauron and ancient enemies of Gondor.

RIVENDELL: The stronghold of Elrond on the western slopes of the Misty Mountains, also referred to as Imladris and the Last Homely House.

ROHAN: A kingdom of warriors, closely allied to Gondor, which is renowned for its horses.

SARUMAN (The White): The greatest of the wizards, known for his knowledge and power. He currently dwells at Isengard, North of Rohan.

SAURON: One of the greatest of the Maiar, who fell into evil and became Morgoth's lieutenant during the first age; known for his shape-shifting ability and his deceit. He escaped from the Valar during the battle at the end of the First Age. He helped Celebrimbor in the forging of the Rings of Power, but betrayed him by forging the One Ring to rule them all. He was captured by Ar-Pharazon, the last King of Numenor, but tricked him into attacking Valinor, which resulted in the destruction of Numenor and Sauron's physical form. Sauron fled back to Middle-earth in the hideous form of the Dark Lord, unable to

ever again assume a shape that humans or elves would find pleasing. He waged war on the elves and the Faithful, but was defeated by Isildur, who cut the One Ring from his hand. Sauron could not be destroyed while the Ring existed, and spent the Third Age of Middle-earth increasing his power to become the unchallenged Master of Middle-earth.

SHIRE, The: A land of rustic villages, streams, fields, and gentle hills. The Shire was originally part of the Kingdom of Arthedain, and given to the hobbits by the King as a settlement. After Arthedain fell, the hobbits remained. The Shire is the starting point of this game.

SILMARILS: Three jewels created by the elven smith Feanor, which captured the light of the two trees of Valinor. These Silmarils were stolen by Morgoth; one was later recovered by Beren and Luthien and used to light Earendil's star; the other two jewels were lost at the end of the First Age.

SMAUG: The last great dragon of Middle-earth, slain eighty years ago.

TOOKS: A family of hobbits known to possess an "un-hobbitish" adventuresome streak. Their family head receives the honorary title "Thane of the Shire." Peregrin Took is a

member of this family; Bilbo Baggins and Frodo Baggins are both closely related to them.

TULKAS: Champion of the Valar, renowned for his prowess in wrestling. He is the husband of Nessa.

ULMO: The Vala who is the Lord of the Sea, and friendliest to the Eldar in Middle-earth.

VALAR: The chief servants of Iluvatar; they are led by Manwe and his wife Varda. They rule the realm known as Valinor, and will not interfere in the affairs of Middle-earth except in gravest peril.

VALINOR: The land of the Valar, where most elves also dwell. Elves may sail to Valinor by sailing westward; humans may not sail to Valinor.

VARDA: Another name for Elbereth.

WEATHERTOP: A ruined tower on top of a mountainous area, which once belonged to the now dead kingdom of Cardolan, located east of Bree. Also known as Amori Sul.

WITCH-KING: The lieutenant of Sauron, the Black Captain, chief and most powerful of the Ringwraiths. The Witch-King ruled the Kingdom of Angmar many centuries ago, but was defeated by Gondor.

WIZARDS: Five men of great age, wisdom, and magical power, whose origin is unknown. The greatest wizard is Saruman, followed by Gandalf and Radagast.

YAVANNA: One of the Valar, who has a special interest in trees and nature.



BIOGRAPHY

ABOUT THE AUTHOR

J.R.R. Tolkien was born in South Africa in 1892. He moved to England in 1896, and attended Oxford University, where he later served as a professor of philology, specializing in the study of Old and Middle English dialects. His essay "Beowulf — the Monsters and the Critics" (1936), an attack on scholars who failed to see Beowulf as a literary work meant to be enjoyed (rather than a text for linguistic discussion), is still considered to be one of the most important essays in the history of Old English criticism; he also provided an early translation of the Middle English poem "Sir Gawain and the Green Knight". Tolkien's love of fantasy literature led him to create his own works, based in a fantasy universe called Middle-Earth. He began writing the "Book of Lost Tales" in 1917; this book later became the basis for the posthumously published "Silmarillion". "The Book of Lost Tales" developed not only from Tolkien's love of literature but of language; it was written in

Tolkien's imaginary elvish language, and Tolkien felt he had to write stories in which his language had a logical place. Tolkien used Middle-earth as the setting for his first fantasy book "The Hobbit". This children's fantasy, which was released in 1937, became an instant classic and left readers wanting a sequel.

For over ten years, Tolkien worked on this sequel, "The Lord of the Rings", which was published in three volumes between 1954 and 1956. They were very well received, but it wasn't until the mid-1960s that Tolkien's universe captured public attention when "Lord of the Rings" was released in paperback. Tolkien's work generated a cult following and numerous (perhaps too numerous) imitators; certainly fantasy literature, which boomed during the 1970s, owes an unpayable debt to Tolkien for popularizing the genre. It was this fantasy boom that inspired the creation of fantasy role-playing games, and the computer role-playing games which followed.



After he retired from teaching in 1959, Tolkien spent the remainder of his life working on the "Silmarillion", a cycle of the complex myths that lay behind Middle-earth which he started in 1917 with "The Book of Lost Tales." When Tolkien died in 1973, the task of compiling and publishing the Silmarillion was placed in the hands of Tolkien's son, Christopher, who published them in 1977. An animated motion picture of the first half of Tolkien's saga appeared in 1978; there have also been televised animated cartoons, comic books, computer games, role-playing games, and even a Harvard Lampoon parody based on Tolkien's masterwork.

Tolkien was a devout Roman Catholic; his religious influences, though interpreted through his love of fantasy, are felt throughout the Silmarillion and the Lord of the Rings. Tolkien was a member of a select society of Oxford dons known as the Inklings; they included Tolkien's close friend C.S. Lewis, whom Tolkien helped convert to Christianity. Lewis later became one of the great popular theologians of the 20th Century, as well as the author of the acclaimed Chronicles of Narnia. Tolkien was extremely proud of his German heritage, though in 1938 he refused to allow the Hobbit to be translated into German

when the publisher requested that he sign a release form stating that he was "Aryan".

Tolkien's love of "escapist" fantasy was unabashed and unapologetic; his essay "On Faerie Stories" remains the most cogent defense of the genre. While some literary critics failed to understand the appeal of Tolkien's sagas, he found many admirers, including Dorothy Sayers, Ursula K. LeGuin, and W.H. Auden. And, of course, millions of fans. The Hobbit and the Lord of the Rings remain on the Top Ten list of all-time best sellers. It can already be said that his work has stood the test of time. He will almost certainly be remembered as one of the most important writers of the 20th Century, and its greatest fantasist.

(For more details on Tolkien's life, the reader is directed to Humphrey Carpenter's biography, entitled "Tolkien".)

CREDITS

Executive Producer
BRIAN FARGO

Programming
TROY A. MILES

Design
PAUL JAQUAYS,
SCOTT BENNIE,
TROY A. MILES,
BRUCE SCHLICKBERND

Producer
SCOTT BENNIE

Assistant Producer
BRUCE SCHLICKBERND

Artists of Middle-earth
CHARLES H.H. WEIDMAN III
(Maps)

TODD J. CAMASTA
(Cartoons/Portraits/ Character Animation)

BRUCE SCHLICKBERND
(Character Animation)
SCOTT BIESER
(Character Animation)

Musicians of Middle-earth
CHARLES DEENAN
(Original Score)
KURT HEIDEN
(Adaptation for MS-DOS Machines)

Programming Assistance
JIM SPROUL

Production Assistance
WES YANAGI
THOMAS R. DECKER

Playtesters of Middle-earth
JACOB R. BUCHERT III
VINCE DeNARDO
HAYATO OCHIAI
THOMAS R. DECKER

Manual Illustrations
CHARLES H.H. WEIDMAN III

Manual
SCOTT BENNIE
PAUL JAQUAYS
BRUCE SCHLICKBERND

Manual Design
VINCE DeNARDO

Paul Jaquays would like to thank Rick Britton, Terry

Amthor, and Kevin Barrett of Iron Crown Enterprises for their assistance.

CD-ROM CREDITS

Programming
MARK WHITTLESEY

Video Programming
PAUL EDELSTEIN

Music Composition
CHARLES DEENAN

CD Music
ERIC HEBERLING

Tutorial Art
CHARLES WEIDMAN III
SCOTT CABBELL

Tutorial Voices
ART DUTCH
M.D. MCCONNOHIE
DOUGLAS COLER

Tutorial Script
SCOTT BENNIE
and ROGER RITTNER
PRODUCTIONS

Assistant Programmer
SCOTT CABBELL

Producer
BILL DUGAN

Manual Editor
BRUCE WARNER

Special Thanks to Sandra Medina, Coca-Cola, IBM, and most of all Everyone over at Golden Empire Publications for their invaluable assistance.

INTERPLAY PRODUCTIONS LIMITED 90-DAY WARRANTY

Interplay Productions warrants to the original consumer purchaser of this computer software product that the compact disc on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Interplay Productions agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the compact disc containing the software program originally provided by Interplay Productions and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. Interplay Productions disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LIFETIME WARRANTY

If the compact disc should fail after the original 90-day warranty period has expired, you may return the software program to Interplay Productions at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$5.00 check, (2) a brief statement describing the defect, and (3) your return address.

If you have a problem with your software, you may wish to call us first at (714) 553-6678. If your media is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disk(s) only (not the box) with a description of the problem and \$5.00 to:

WARRANTY REPLACEMENTS

Interplay Productions
17922 Fitch Ave.,
Irvine, CA 92714

SYSTEM UPGRADES

Interplay Productions has a system upgrade policy. At any time after purchasing any Interplay product, you may send us your original disks and a check for \$15.00 (U.S. funds) and we will replace your disks with the version for another computer system that you specify. (This price is subject to change.)

COPYING PROHIBITED

This software product and the manual are copyrighted and all rights are reserved by Interplay and are protected by the copyright laws that pertain to computer software. The game disks are not copy-protected. This does not mean you can make unlimited copies. You can back up the disk for your own personal use, but it's illegal to sell, give or otherwise distribute a copy to another person.

Copyright 1993 Interplay Productions. All rights reserved. This program is published with the cooperation of the Tolkien Estate and the their publishers, George Allen & Unwin Publisher LTD. The plot of the Lord of the Rings, characters of the hobbits, and the other characters from the Lord of the Rings are Copyright George Aleen & Unwin Publisher LTD. 1966, 1974, 1979, 1981. Cinematic Multimedia is a trademark of Interplay Productions.

NOTICE

Interplay Productions reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

CUSTOMER SUPPORT

If you have any questions about this, or any other Interplay product, you can reach our Customer Support/Technical Service Group at:

Interplay Productions

17922 Fitch Avenue
Irvine, CA 92714

Attn: Customer Support

or:
phone us at (714) 553-6678
9:00 AM to 5:00 PM Pacific Time Monday through Friday

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

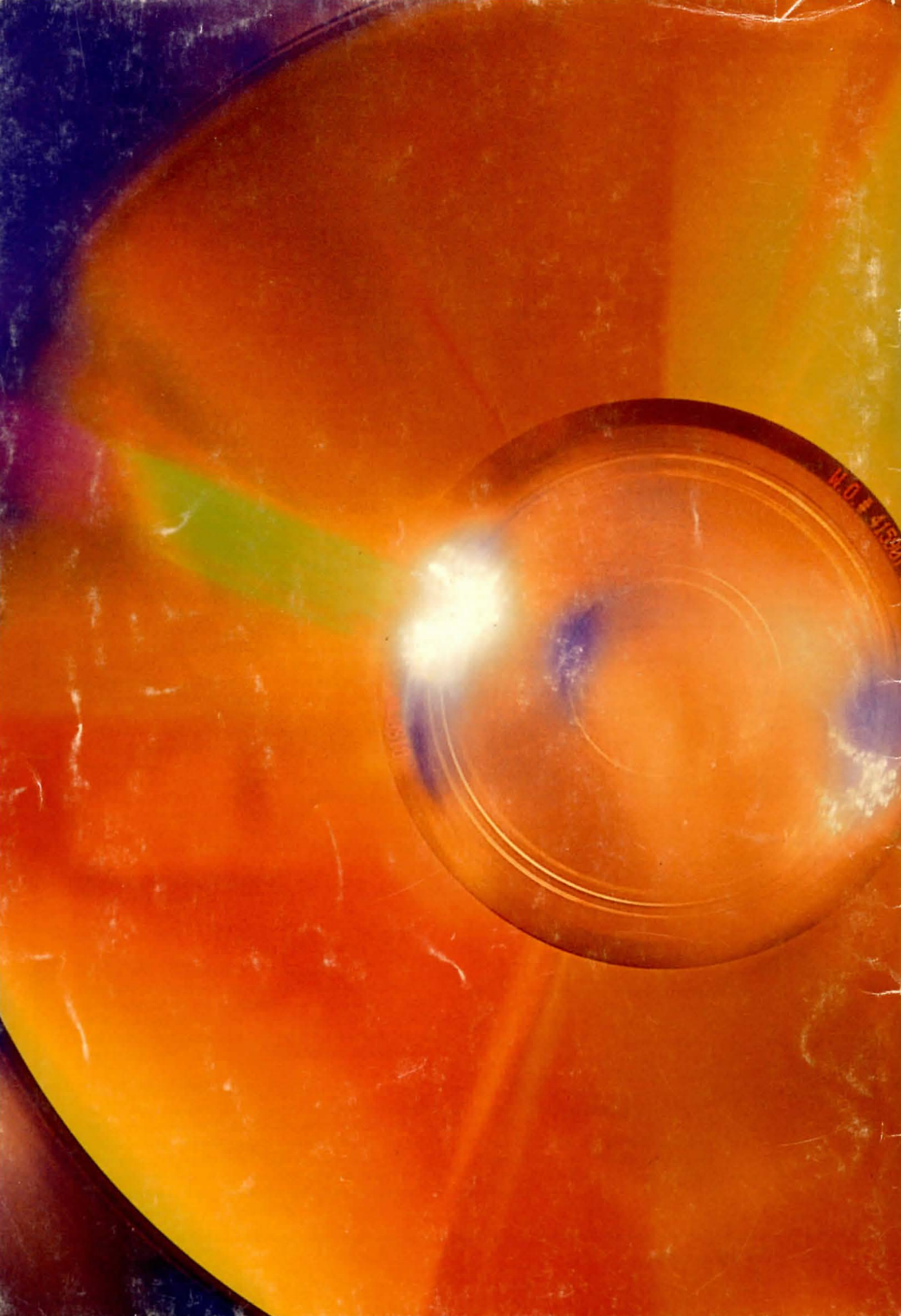
If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-14.4k Baud, V.32bis, V.42bis, 8-N-1. This is a free service.

America Online: You can E-mail Interplay Customer Support at INTERPLAY. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword". Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries".

CompuServe: We are located in the Game Publishers B Forum, type GO GAMBUPB at any "!" prompt. Then select "Section 14" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 14 in GAMBUPB. The best place for gameplay hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GEInie: We are located in the Games RoundTable by Scorpio, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.



NO. 1152