

LORD OF THE RINGS

VOLUME I

Type: Fantasy Role-Playing

Difficulty: Intermediate

Systems: Amiga (512K), MSDOS (512K required, hard disk recommended, mouse optional; CGA, EGA, Tandy 16-color, 256-color VGA/MCGA; Ad Lib, Roland, Sound Blaster)

Company: Interplay

Of the countless computer games based on the *Lord of the Rings* trilogy, this is the only one that does justice to Tolkien's epic tale. It follows the story of Bilbo the Hobbit from his acquisition of the Ring of Power all but to the point where the Fellowship of the Ring nearly breaks up. The presentation style mixes the aerial-view display with full-screen illustrations of the sort usually seen in graphic adventures. Skills are crucial to puzzle-solving and accomplishing the main goal of this volume. Combat is reminiscent of *Dragon Wars*. Magic is based on spells and words of power, some of which are available to the White Council and certain elves, others only to humans, ringwraiths and orcs. The "point and slay" interface has a few drawbacks, notably the inability to move diagonally and the necessity of positioning your character in a precise spot in order to talk or otherwise interact. And there is no automapping or autocombat. Still, there are numerous mini-quests to pursue, and the most distinctive aspect of this adaptation of Tolkien's classic is the freedom to explore every nook and cranny of these rich fantasy lands. *Lord of the Rings* was a "Best Quest of the Month" in QuestBusters, and recommended role-playing for all.

Walkthrough

This walkthrough provides the minimal amount of help and direction needed to complete the game. It does not reveal answers to all the many mini-quests. The landscape consists of seven maps laid west to east, Map 1 to Map 7. The Fellowship moves from west to east. Healers are found in various places, including southeast of Bag End in the Shire,



in the town of Bree and in Rivendell. Locations of most characters are provided in the manual.

Map 1

This comprises the area around the Shire and its environs. Take your time in the Shire and explore it thoroughly, making rough maps for reference.

Bag End

Recruit Sam and Pippin, who are outside Bag End. Enter Bag End by going N. When you enter Bag End, there's a hallway going east with rooms to the north and south. The study is the fourth room to the north, and the bedroom and storage room are the last two rooms to the south.

Go to the study and use your 7218 skill to gain two special spells (*Help*, *Help* and *Luthien*). Get the torch and a packet of rations from the storage room. In Bilbo's bedroom (the last room to the east, then south) get Pippin to use his *picklock* skill to open the chest and get the silver pennies.

Spider Cave

Exit Bag End and go E until you reach a bridge across a stream. Cross the bridge until you reach a cliff. Follow the cliff along its south edge, moving E until you see a cave in the side of the cliff. Save the game. Use your *climb* skill to enter the cave. Go all the way N until you find a child (Freddi) in a web area off the path to the east. A spider will attack as you enter the web. Kill it. After the fight, recruit the child and get the star key and the axe.

Go S until you see a chasm in a path to the west. After the warning message, jump the chasm. To the NW, use the 9t17 k26 on the door with a 9t17-9h1p28 k26h4l2. Enter the door and go W until, approaching a statue, you get a message about "a star-shaped depression in the chest," referring to the chest of the statue. Use the 9t17 k26 on the 9t1t52. Answer yes to the statue's question, and you can get the ruby and the silver pennies. Return to Bag End. Follow path S to Lobelia.

Lobelia

When you encounter Lobelia, trade her the key to Bag End; you will no longer need it. (But you cannot reenter Bag End after relinquishing the key.)

Green Dragon Tavern

Go S across the bridge west of the Mill, then E to the tavern. Trade the 1x2 to the dwarf named Druin, who will then join the party. If Druin leaves the party when you enter an inn, simply recruit him until he comes with the party.

Mini-Quests

Ansom's dog is in the Western Woods, due west of Ansom's house. Use ch1739m1 to get the dog.

Taffi is in the East Woods, east of Bag End and north of the cave in the cliff.

Green Hill Country Elves

Travel to the Green Hill Country at night, via the road in the southwest of the Shire. The elves will give you the special spell of *Elbereth* that will drive away one Nazgul in combat. Save the game!

Hawkeye

You get a message that someone is watching you while in Green Hill; this is Hawkeye, whom you meet a short time after the message. Answer yes to Hawkeye. An orc soon attacks (keep the torch readied). After killing the orc, Hawkeye leads you to his cave. Hawkeye warns you to run away and leaves the party. Take Hawkeye's 9w478 and 93gn2t 73ng. Follow the path N. Hawkeye will be killed by the Nazgul. Stop at the locked chest along the path and have Pippin use *picklock* skill to get the silver pennies, rations and the blade part. Give a ration to each party member and leave the cave. If you have trouble completing this sequence, the blade part can be found elsewhere: see *Weathertop* (below).

Brandybuck Ferry

Go to the ferry in the southeast of the Shire map and recruit Merry. Cross the river via the ferry and make Druin the party leader. Save the game.

Nazgul (One Way Out of the Shire)

Go N and exit the Shire via the path to the east of Buckland Bridge. When the Nazgul attacks (and you are in combat mode) quickly use 2lb272th. Proceed eastward after the encounter with the Nazgul to reach Map 2.

Brandy Hall (Another Route to Leave the Shire)

Cross the ferry. Go E and N to Brandy Hall. Use *sneak* to enter. Go down stairs. In northeast bedroom, use *perception* to get the pipe. In west bathroom, use *perception* near bathtub to get gate key. Go upstairs and use p3p2 on ghost.

Use gate key to open hedge gate just southeast of Brandy Hall. Map your way to the northwest corner of the hedges. Go S and E until you hit a dead end. Use *perception* to locate an opening in the eastern hedge. Continue S and E to exit. Follow river N and E to Tom Bombadil.

Map 2

Old Man Willow

Here you find Tom Bombadil's house and the surrounding area just east of Barrow Downs. Near Tom's house you find a large old willow tree that grabs the party members. Use *Help, Help*, and Tom Bombadil will free the party members. Use *perception* skill and answer yes to go down into the tree. Search the tree until you find something at your feet. Pick up the items in the following order: silver pennies, bow and Smith's ring. Immediately after picking up the ring, you need to use *climb* skill to avoid drowning.

Tom Bombadil's House

Go to Tom's house and approach the fireplace. Answer yes to Tom's message. You should now have *Bombadil* in your magic inventory. Make Frodo the party leader and save the game.

Goldberry

Go upstairs and talk to Goldberry. Exit house and go S to hill. Dig. Go E to waterfall. In. Pick up Spyder Sword. Use gold token on Withy Windle. Trade springstone (get as close as possible). Return to Goldberry to have stats increased.

Ruddy Oak

Get acorn from oak tree north of waterfalls. Give to Ruddy Oak, who will join and protect you while in this area.

Money

Dig on hill northwest of bridge. Also dig stones far east of barn.

Barrow One

Go E and N to Barrow Downs until the area starts to get very foggy. Remain still until all the characters disappear and you are trapped by the spirits of the downs. Use *Bombadil*, and Tom will come and save you. Explore the barrow until you find the chest. Have Pippin use *picklock* skill to get the silver pennies and the magic barrow daggers. Equip each hobbit with a magic dagger, then leave the barrow.

Barrow Two

Enter the cave in the hill (crypt, east of barn), where you may be attacked by a barrow wight. Get

all the items on the floor, except the daggers and the gem. (If you take the daggers and the gem, the wight will attack you.) Leaving the barrow, go N and E to the entrance to Bree. Save the game.

Map 3

Bree Blacksmith

The west gates of Bree can be entered only during the day. In the southwest part of town you will find a blacksmith. Talk to him about **B1gg3n9** and get the magic shield for Frodo. Buy as many chain mail suits as you can afford. Everyone but Frodo should ready the chain mail suits. If you have enough money, buy extra sets of chain mail for other characters you will recruit.

Aragorn and the Prancing Pony

Ignore the innkeeper's questions. Go to main area to the east of entrance and to the northwest corner of this room. Question the man there. Roam about the room until Pippin gives his story, then answer no or yes and wait for the room to empty. Follow Aragorn to the parlor area west of the main area and recruit him. Distribute hot food to all members of the party. Give chain mail, the ghost ruby and the blade part to Aragorn. After visiting the healer (if necessary) leave Bree via the eastern town gate and save the game again. Continue E to Map 4 (the *Forsaken Inn*, *Weathertop* and *Thander's Tomb* sections may be completed en route but are not essential).

Forsaken Inn

Buy a green skull in Staddle (to the south). Stand on bed in Inn's southeast room. Go W and N to Ghost Room and give green skull to the ghost.

Weathertop

Go N from Forsaken Inn and follow stream NE to its source. There is an opening here. You'll need a rope and someone with *boat* skill. Use rope. Follow path to boat. Use *boat* skill. Go E and climb to spider's web. Use Spyder Sword. Get broken wing blade fragment.

Thander's Tomb

This tomb is in the ruins due south of Weathertop. Climb to enter. You'll need Rose's token (from Rose Cotton in the Shire). A secret door is in the west tomb wall.

Map 4

Last Bridge

Here you can cross the bridge, but do not follow the road east of this bridge. Under the southwest side of the bridge is a passageway into a cave that, if explored, will lead you eventually to three caves that can bestow upon you the magic word *Luthien*, which is essential later. After acquiring the power word, return to the bridge, then go N and E to Glorfindel.

Glorfindel and the Elf

Here you meet an elf and get a series of messages. At this point the Ringbearer should leave the party on horseback and race to the Ford of Bruinen.

Ford of Bruinen and the Nazgul

The Ringbearer will be overtaken by the eight Nazgul and, after getting a series of messages, can use *Luthien* and eliminate the Nazgul for the present time. (Aragorn has *Luthien* and could substitute as the Ringbearer if the magic caves were not found earlier.)

Black Cloaks

A search of the east and west river banks to the south will turn up a bunch of black cloaks.

Legolas at the Falls

Go E to the mountains and you find the falls; Legolas is there. Recruit Legolas.

Gandalf under the Mountains

Go N along the ridge of the mountains until you find Gandalf (east of Rivendell). Gandalf tells you to hurry to Rivendell for a meeting in the Hall of Elrond.

Rivendell and Uncle Bilbo

Search for Bilbo in the south and southeast areas of Rivendell's first level. Search for him. Answer "yes" to his message, and he will give Frodo some mithril armor and a magic short sword named Sting.

Hall of Elrond

Find the Hall of Elrond in the southwest part of Rivendell's first level. A meeting will be going on in the hall. Answer yes to the beginning message.

Recruit Gandalf and Boromir. Give Legolas and Boromir chain mail.

Gimli and the Wine Cellar

Go downstairs and E until you find the wine rack that is the furthest east. Use *perception* skill after you get the message. Get the bottle and go N into the hidden caverns. Find and recruit Gimli in these caverns.

Bell Keeper and Mellon

Go up to the third story and talk to the bell keeper about *Mellon*, and the power word will appear in your magic inventory.

Lindir and Anduril

Make Aragorn party leader. Have Aragorn trade the ghost ruby and the blade part to Lindir when he gives you his message. Have Aragorn get Anduril from Lindir and ready it as a weapon. (Anduril is the most powerful weapon in the game.)

Get skills from Elrohir and lores from Erebor, then go S to "Entrance to Moria?" on the map. Follow the path to the E, then N until you reach the gate of Moria just east of a lake. Use *M2114n* to open the gate. Tentacles will attack you every five seconds until you enter the gate to Moria. Kill the tentacles and enter Moria quickly. Have Gandalf cast the *Illuminate* spell. Save the game.

Map 5

Balrog

Follow the hints through Moria and keep moving E and N until you get to a very large chasm. Save the game before crossing the chasm. When you cross the chasm, you will be confronted by the balrog. Do not move when the balrog messages start. Have Gandalf use his staff to destroy the balrog. Go E out of Moria and into the mountain pass. Save the game.

Moria

Many parts of Moria may be explored for puzzles, weapons, armor and gold. There's a locked door (star-shaped key) that will take you to Lorien. On an island, you'll find a statue of an eagle that will give you the *Thorondor* word of power.

Map 6

Kidnapping: If you keep going E after the mountain pass, the Witch-king will kidnap the Ringbearer and Sam. This is a set encounter and cannot be avoided by the group.

Haldir

If you keep going N and then E after the kidnapping across the bridge, elf guards will stop you. Ask Haldir about Elrond and you will be taken to Lorien by the elves.

Galadriel

Find Galadriel by going N and E through the opening in the trees, then W to the bridge. Cross bridge. Follow stream to NW. At the point where it heads due north, go W to a large tree with a ladder on its south side. Enter tree.

Talk to Galadriel about *Help*, and she will give you a message. Recruit Celeborn and distribute the lembas to each party member. Lembas can heal each party member for six life points per day. Celeborn will leave the party on Map 7, so make sure that he has no essential items on him.

Galadriel's Mirror

This mirror looks like a bird bath and will give you a message regarding the fate of the Ringbearer. It's found in the river, due south of Galadriel.

Swan Ships

Recross bridge to E. Follow stream S, then E to opening in trees. Go E and S to the lake. (If you want, you can go far N, then W and S from the lake for more artifacts and adventure.) Here you will meet Galadriel again. She will give you more information and two words of power (*Orome* will capture Gollum, and *Melion* will cure any party member of insanity). Board ship.

Map 7

Radagast and the Tower

Follow the main road N to Radagast's tower. Enter the tower and go to the third level, where you meet a man claiming to be Radagast. He is really a werewolf. Attack the man. Have Pippin use *picklock* skill on the cage to free the real Radagast. Recruit Radagast and give him all the lembas, a chain mail suit and a sword. Radagast can cast a *Heal* spell.

Gollum and the Maze

Return to main road. Go E until road turns south. Go S until road turns E. Continue on road until Gollum shows up. Recruit Gollum. (You may need to use *Orome* to capture him.) Give him nothing.

Gollum leads you to the maze entrance. Enter to the north. Plot your way through the maze to a dead end just south of the Lawn of Statues. Move to the hedges to the east. Use *perception* at various points along hedge to locate opening. Go E, N, E to stone column.

Menhir

On the north side of the stone column, you find a secret entrance to the Tower of Dol Goldur. Enter opening. When Gollum disappears, save the game.

Quartermaster

You fight an orc and his spiders. Use *perception* skill after killing them, and you will find a red key. Get the key.

Witch-king

Keep going up the stairs until you reach the door that opens with the red key. Do not touch the eyes on the floor while walking through the Tower of Dol Goldur. As you are making your way up to the Witch-king, a representative of the eastern powers will challenge you to a duel. If you defeat the man in the duel, you will be healed a little as he dies. After you use the red key to open the door, save the game. When you get to the Witch-king, attack him quickly with *Th474n847*. When you kill the Witch-king, you recover the Ringbearer and have won the game.

Words of Power

| | |
|----------------------|------------------------------|
| <i>Beren</i> | Speak in Tomb of Descendants |
| <i>Angmar</i> | Opens stone |
| <i>Durin</i> | Frees bird |
| <i>Khazad</i> | Frees Oin and Orin |
| <i>Sing of Seven</i> | Axe |
| <i>Thorondor</i> | Kills Witch-king |

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

| | | | | | |
|---|---|---|---|---|---|
| 1 | = | a | 6 | = | y |
| 2 | = | e | 7 | = | r |
| 3 | = | i | 8 | = | d |
| 4 | = | o | 9 | = | s |
| 5 | = | u | | | |