# The HOBBIT

USER'S GUIDE

Once you begin,
you may never want it to end

the hobbit

Guide to Middle-earth

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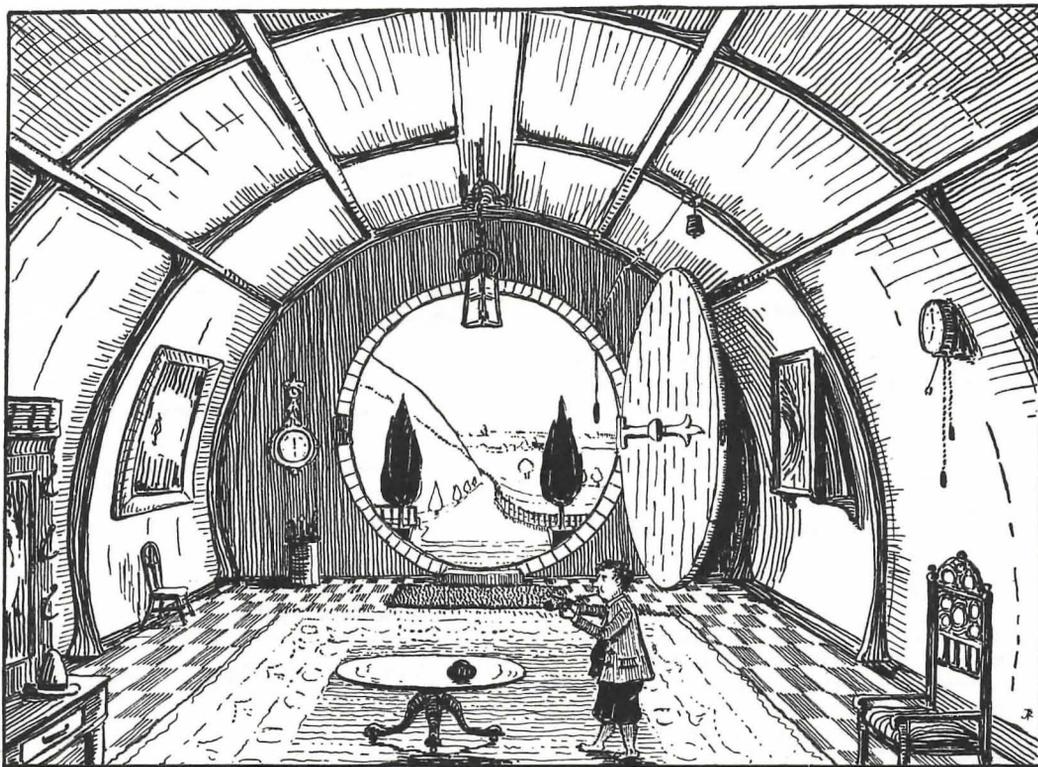
The Hall at Bag-End, Residence of
B. Baggins Esquire

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Introduction

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

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

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

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

Like other good hobbits, Bilbo just wanted to be left alone in quiet comfort. But there was always a little spark of adventurousness in him, a tiny bit of the not-entirely-hobbitlike Took-clan, inherited from his mother, Belladonna Took. Perhaps this was why Bilbo was singled out by the dwarves and mistaken for a burglar, and why he found himself reluctantly agreeing to join Gandalf and Thorin on the most incredible adventure any hobbit could imagine in his most unhobbitlike dreams.

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

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

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

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

Communicating with the Program

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

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

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

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

The Screen Display

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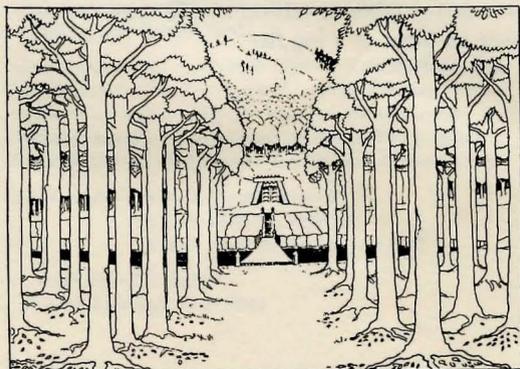
.The Elvenking's Gate.

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

I DON'T UNDERSTAND THE WORD "DOR."

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

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

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

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

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

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

The Inglish Language

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

The Inglish Vocabulary

Movements

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

Action Verbs

BREAK	FILL	SAY
CLIMB	FOLLOW	SHOOT
CLOSE	GIVE	SWIM
CROSS	GO	TAKE
DIG	KILL	THROW
DRINK	LOCK	TIE
DROP	PICK	TURN
EAT	PUT	UNLOCK
EMPTY	OPEN	UNTIE
ENTER	RUN	WEAR

Special Commands

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

Prepositions

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

Adverbs

CAREFULLY   QUICKLY

SOFTLY   VICIOUSLY

Rules of Inglish

Inglish is one of the most sophisticated language-recognition programs developed for the microcomputer. It allows you to communicate with the program in a language and structure that is familiar to you.

The rules of Inglish are simple. The main thing to keep in mind is that each instruction must be in the form of "verb-then-noun," where the noun (or pronoun) can also be implied.

Each sentence must have a verb.

RUN

CLIMB

WAIT

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

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

RUN QUICKLY

VICIOUSLY BREAK THE DOOR

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

WITH THE SWORD CAREFULLY ATTACK THE TROLL

ATTACK THE TROLL CAREFULLY WITH THE SWORD

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

OPEN THE GREEN DOOR is correct, but

OPEN THE DOOR GREEN is not.

Prepositions usually come before the noun in Inglish.

ATTACK WITH THE SWORD

PICK UP THE GOLD

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

TURN THE LIGHT ON

PICK THE GOLD UP

Use of AND

You can use the word AND in all its normal meaning in Inglish. This means, among other things, that you can enter more than one sentence or perform more than one action at a time.

TAKE THE LAMP AND THE ROPE OUT OF THE BARREL

DROP THE SHORT AND THE LONG SWORDS

TAKE THE TREASURE AND RUN

Punctuation

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

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

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

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

Use of EVERYTHING, ALL, EXCEPT

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

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

EAT EVERYTHING

BREAK ALL THE BOTTLES

OPEN ALL EXCEPT THE GREEN DOOR

Limitations of Inglish

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

DRINK BEER

or DRINK DELICIOUS BEER

or DRINK FOAMING BEER

or DRINK DELICIOUS FOAMING BEER

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

DRINK BEER IN BOTTLE

would not be acceptable.

The Trolls

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

PUT THE ROPE ON THE TABLE and

PUT THE ROPE ON THE CHAIR

are both valid, but

PUT THE ROPE ON THE TABLE AND THE CHAIR

is not.

By the same general rule, you cannot say things like

ATTACK THE TROLLS WITH EVERYTHING

Special Commands

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

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

INVENTORY (I) describes everything you are carrying.

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

WAIT passes the time.

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

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

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

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

LOAD loads a previously saved game from the disk.

QUIT restarts the game.

SCORE tells you what your percentage is so far.

PAUSE suspends the game until another key is pressed.

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Interacting with Others

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

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

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

– You wait –

Time passes . . .

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

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

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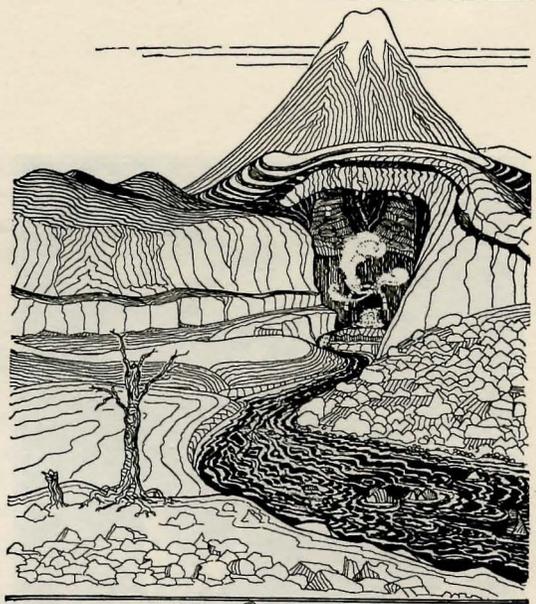
. The Front Gate .

Conversing

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

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

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

SAY TO (name) "(sentence)"

For instance:

SAY TO GANDALF "READ MAP"

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

– Gandalf says "No!"

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

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

Cooperating

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

Fighting

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

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

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

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

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

Laws of Physics in Middle-earth

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

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

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

KILL THE GOBLIN WITH THE SWORD

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

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

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

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

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

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

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

In order to reach the dragon and his treasure, you will need to go through caves, dungeons, and other underground locations. Some places will have natural light (if it is daytime), but others will be dark and forbidding. If you go into a dark location without a lamp or other source of light, you will not be able to see anything. Be very careful, since you may become disoriented and lose your sense of direction. It is very dangerous to move around in total darkness.

Finding Your Way Around

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

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

For example:

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

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

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

TAKE EVERYTHING AND GO EAST

or TAKE ALL, E

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

Passing Through Portals

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

GO THROUGH THE GREEN DOOR

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

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

Entering Places

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

ENTER LONELANDS

or GO INTO LONELANDS

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

FOLLOW GANDALF

Special Crossings

Crossing rivers, ravines, chasms, and so on can be dangerous and difficult. You can try to jump across a ravine or swim across a river. In some cases you might be able to use materials you find to build a temporary bridge, or use a rope to swing across.
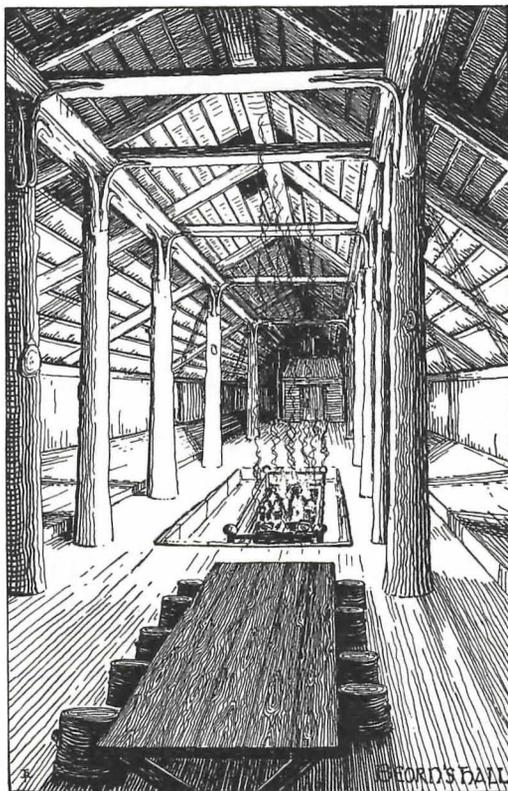
Mapping

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

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

```
                          ┌──────────┐
                          │  Misty   │
                          │ Mountains│
                          └──────────┘
                               ▲ E
                               ▼ W
                          ┌──────────┐
                          │ Rivendell│
                          │          │
                          └──────────┘
                        SE ▲      │ W
                           │      ▼
┌──────────┐ N S ┌──────────┐ N S ┌──────────┐
│The Trolls'│◄──►│The Trolls'│◄──►│The Trolls'│
│  Cave    │     │   Path   │     │ Clearing │
└──────────┘     └──────────┘     └──────────┘
              NE ▲               E ▲   │
                 │                 │   ▼ SW
                 │            ┌──────────┐
       E         └───────────│   The    │
       ▲                     │ Lonelands│
       │                     └──────────┘
 N ◄───┼───► S                   ▲ E
       │                         ▼ W
       ▼                    ┌──────────┐
       W                    │  Bilbo's │
                            │   Hall   │
                            └──────────┘
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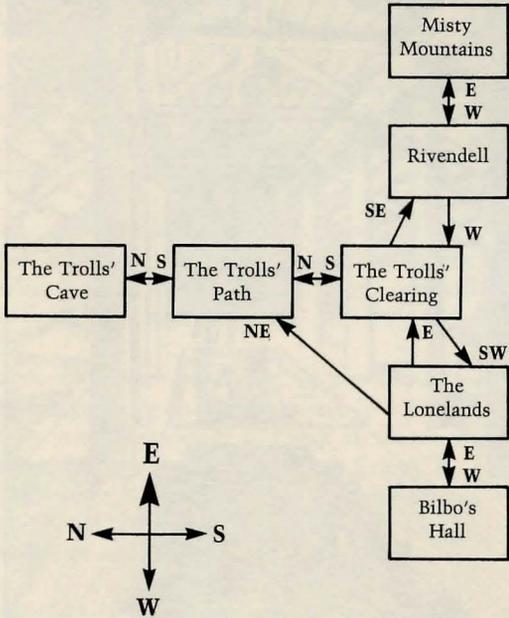
However, one of the obstacles you will encounter in Middle-earth is that the direction you take from point A to point B may not be quite the reverse of the way from point B to point A. In addition, you will at times be climbing up or down, requiring representation of several levels in your map. Therefore you may need to devise an even more creative method of recording your movements. One way is to create a grid, such as the mileage charts used on some road maps. Locations travelled from could be listed on the rows and those travelled to in the columns. The intersecting spaces would contain the directions travelled to get there. Using a grid will enable you to record how you made your way from one location to another and even back again. You can keep track of where you have been and know where you can go from where you are. This method is particularly effective for mapping the twisting, turning paths of Wilderland, entering and leaving the underground locations, and keeping track of secret or magical passageways.

Scoring

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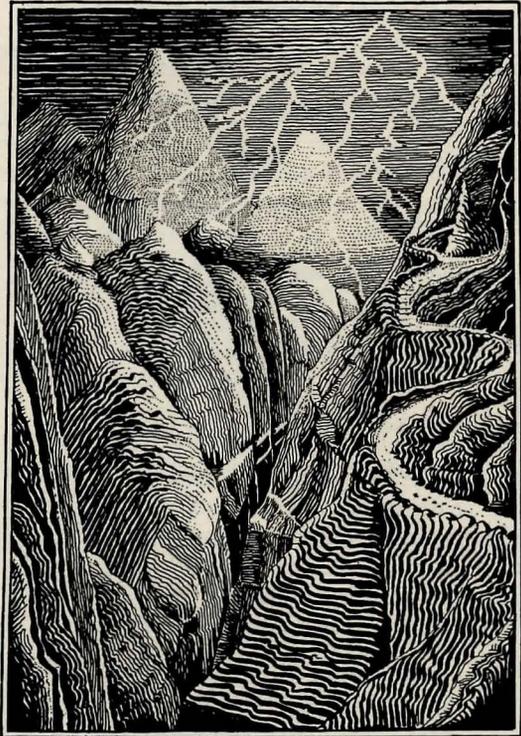
The Mountain-path

Help and Hint Section

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

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

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

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

First-Level Hints

A comfortable tunnel-like hall.
1. You need to go through the round green door.

An almost hidden path with trolls' footprints.
2. Where do you think you'll find a troll's key?

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

Rivendell, near the Last Homely House.
4. Perhaps you have some curious symbols that Elrond could help you read.

The narrow, hard, and dangerous paths through the Misty Mountains.
5. Be particularly careful not to lose your way.

A fair-sized cave with a dry floor and comfortable nooks.
6. The small insignificant crack may be quite significant.

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

The west bank of a stream, to the west of the black river.
8. If there is a boat on the other side of the river, how can you get it?

Forestriver.
9. The river is moving fast and furiously.

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

A big cavern with torches along the walls.
12. Where does this door lead?

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

A place of black spiders.
14. The way in is the key to the way out.

A levelled elvish clearing.
15. How do you open a magic door?

A dark dungeon in the Elven King's halls.
16. Listen to what others tell you.

The cellar where the king keeps his barrels of wine.

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

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

    18. What help can Bard offer?

The Side Door.

    19. You will need Thorin and his small heirloom.

The halls where the dragon sleeps.

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

Second-Level Hints

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

1. JZF NLYYZE RZ ESCZFRS L NWZDPO OZZC.

2. DEZYP ECZWWD HTWW YZE DPP JZF ELVP ESP VPJ.

3. ECZWWD HTWW EFCY EZ DEZYP HTES ESP OLHY.

4. PWCZYO'D LOGTNP TD XZCP GLWFLMWP ESLY JZF NLY VYZH YZH.

5. QCZX CTGPYOPWW, NZYETYFP PLDE EZ MPZCY'D SZFDP.

6. MPHLCP ZQ RZMWTYD ZY OFEJ, LYO XZGP BFTNVWJ.

7. JZF XFDE MP SFYRCJ MJ YZH.

8. OZ JZF SLGP L CZAP EZ ESCZH LNCZDD ESP CTGPC?

9. OZ YZE ECJ EZ DHTX LNCZDD.

10. JZFC QCTPYOD NLY CPLNS ESP HTYOZH, LYO ELVP JZF LWZYR.

11. L GLWFLMWP TEPX EZ ESZCTY LYO EZ JZF.

12. TD L VPJ ESP ZYWJ HLJ EZ ZAPY L OZZC?

15. L SLYO HPLCTYR L XLRTN CTYR XTRSE QTYO ESP HLJ, PILXTYP ESP OZZC.

16. HLTE, LYO ETXP JZFC PDNLAP NLCPQFWWJ.

17. UFXA ZYEZ L QWZLETYR MLCCPW, LYO OZY'E QZCRPE ESZCTY.

18. WFCP DXLFR EZ ESP CPLOJ XLCVDXLY.

19. ESZCTY XFDE ZAPY ESTD, LYO BFTNVWJ!

20. ELVP HSLE TD STD LYO SP HTWW QZWWZH.

Other Helpful Hints

Caves

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

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

Thorin and Gandalf, Your Faithful Friends

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

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

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

Gollum

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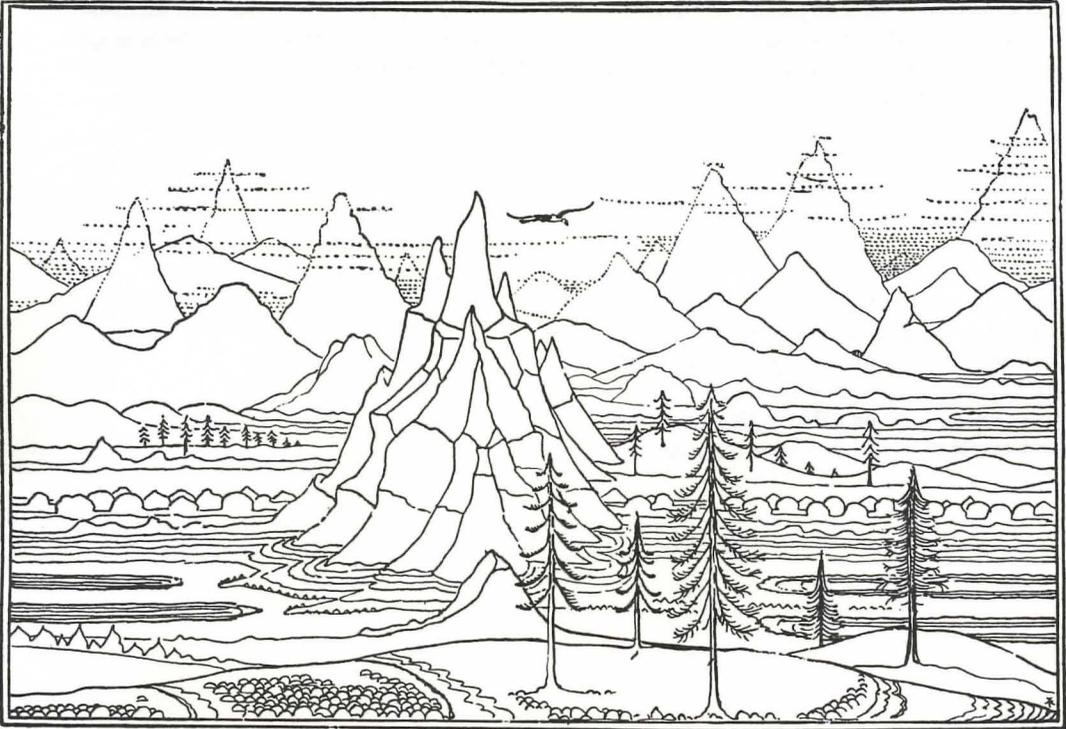
The Misty Mountains looking West from the
Eyrie towards Goblin Gate

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