

# The Hobbit

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## Solutions

### (1) Bard

The adventure cannot be completed without the help of Bard, and regular players will know of his occasional lack of enthusiasm for your instructions. To find him you must visit the wooden town in the middle of the long lake, where you find yourself if you successfully escape from the Elvenking's dungeon. To get to the town you go EAST, and when you meet Bard you must issue your instructions to him carefully. He will, perhaps after a little persuasion, walk off in any direction you tell him to, and he will keep on walking in that direction till he can go no further, when he will stop and wait. A simple soul, obviously. Your first instruction should be SAY TO BARD 'NORTH', and then you follow him yourself for two locations when you must change his direction by SAY TO BARD 'UP'. When he and you run out of UPs, SAY TO BARD 'NORTH', and this will keep him occupied till you both reach the halls where the dragon sleeps. An alternative suggestion is to CARRY BARD - unorthodox, but it seems to work. As to what happens when you both encounter the dragon, that's another problem. If you can't work it out for yourself, see solution 6.

### (2) The big cavern with torches

It's possible for you to take a torch from the wall by TIE TORCH, which attaches the torch to the rope, followed by TAKE ROPE, which gives you the torch and rope tied together.



### **(3) *The black river***

This river effectively divides the map of *The Hobbit* adventure in two, and it must be crossed on the outward journey. The book, and the HELP feature, both inform you that a boat might be useful, which stops you trying to swim or even walk across. To get the boat you must THROW ROPE ACROSS, with that last word being very important. You may need to type this a few times, though once is usually sufficient to make the rope land in the boat. Sometimes it falls short, so you need to throw it again. You then PULL, to haul the boat from the far bank of the river, CLIMB INTO BOAT to sail across, and CLIMB OUT at the other side.

### **(4) *The butler of the Elvenking***

To avoid being captured by the butler while exploring the Elvenking's halls you need to wear the magic ring at all times. If he can't see you, he can't turf you into the dungeon. Of course he might just happen to turn up at the moment when the magic wears off, and sling you into the dungeon, in which case see under solution 8 for how to escape.

### **(5) *The deep bog***

East from the place of the black spiders, the only way to deal with the extremely unpleasant sounding deep bog is simply by not going into it, as applies to one or two other locations.

### **(6) *The dragon***

If you've tried killing the dragon yourself you will know that this merely results in you being turned into an instant Bilbo-burger. On your own you are too weak and puny, nor are you strong enough to see off the dragon with Bard's bow and arrow. You need Bard himself, provided you can get him and the dragon in the same place for long enough. The most likely rendezvous is naturally in the place where the dragon sleeps, although it can be killed if you encounter it on the way up there too. Wherever you are, you SAY TO BARD 'SHOOT DRAGON', although there is no guarantee that he will do so. If you have to ask

him a second or third time, and he refuses, then it's burger-time again, so a better bet might be to go EAST into the smooth straight passage, which in any case scores you 5 per cent, then return and ask Bard again. If he doesn't co-operate after one or two polite requests then it's unlikely to work - feed him to the dragon, it's no more than he deserves.

### **(7) *Elrond***

Elrond is encountered in Rivendell, and if you haven't found a use for him you should SAY TO ELROND 'READ MAP', as he is the only character who can make sense of it for you. You will get one of a variety of replies, such as 'Go east from Long Lake to get to Lake Town'. If you have explored most of the locations in the game, you may think that Elrond is telling you nothing new, but in fact if you don't ask him to read the map then the direction he would have told you about doesn't get created, which may make it impossible for you to complete the adventure. Elrond will also give you some food, sometimes voluntarily as soon as you reach Rivendell, and sometimes provided you WAIT long enough.

### **(8) *The Elvenking's dungeon***

Just like getting into the Elvenking's halls, getting out of the dungeon is a matter of timing, as typing HELP will inform you. If you sit back and observe for a while you will see that the butler's brain is so befuddled with drink that he can find nothing better to do than keep opening and closing the red door that marks the way out. His brain is not quite so befuddled that he will allow you to march out unhindered, however, so what you must do is WAIT until he unlocks the door, then WEAR RING to render yourself invisible for the next few moves, and leave when the butler actually opens the door, immediately after he has unlocked it. Going SW takes you to the cellar, while WEST takes you to the great halls. If you are wondering why you might want to head back towards the great halls rather than go into the cellar ... keep playing.



### **(9) *The Elvenking's halls***

(a) *Getting in:* The way into the halls is through the magic door in the elvish clearing, which requires a magic ring - I'm afraid a magic knock doesn't work. First you WEAR RING, then EXAMINE DOOR, which provides you with a message, and then you simply WAIT until something happens which causes the door to open for you ... usually two or three WAITs. You have one move, in which you must go NE, before the door closes and you have to repeat the whole process. By the time you get in the magic of the ring should be disappearing, so WEAR RING again immediately.

(b) *Getting out:* You can always get out the way you got in, and you may choose to do that at a later stage, but otherwise the escape route is in 'the cellar where the king keeps his barrels of wine'. It is also a place that the butler seems rather too fond of visiting, certainly more frequently than the line of duty might suggest, but rather than enquire too closely into his private habits you must simply be aware that if he sees you he will capture you, so WEAR RING constantly. You must also endeavour to climb inside a barrel. You must remember to drain the barrel of wine before you do so, although frequently the butler will do this for you - but it's much more fun if you manage to drink the contents yourself. The general procedure, then, is OPEN BARREL, DRINK WINE, CLIMB INTO BARREL, CLOSE BARREL, and then WAIT until the butler decides to throw the barrel through the trap-door in the floor, which takes you to the next location. You may have to play around for a while, and put up with the butler closing the barrel before you can get in, and another solution is to JUMP immediately you see the butler throwing a barrel out, which should provide the same results if you are quick enough, but the important thing is to WEAR RING throughout.

### **(10) *The empty place***

You can approach this mysterious place from two directions, and in both cases if you try to go in you are told that 'the place is too full for you to enter'. The way to get in is ... well, all right, if anyone has found out then please write and tell the authors. It seems likely, though, that the place is impossible to enter - in fact it's impossible to find in versions of *The Hobbit* for some micros, where it has disappeared completely, which means this entry must be rather confusing to some.

See the maps for where it is, when it exists.

### **(11) *Food***

To build up your strength as an aid to smashing doors, wargs, goblins, etc., or if you merely fancy a nibble, some food is to be found in the cupboard behind the curtain in Beorn's house. If you're ravenous and can't wait then OPEN, OPEN, GET is the single command to enter, provided curtain and cupboard actually co-operate by opening first time. Another provider is Elrond, who, if you WAIT long enough, will offer you a packed lunch to take away (no fries).

### **(12) *The forest river***

The best way to deal with this place is to ignore it, as attempting to swim it only sends you to a watery grave. There are no convenient boats to ferry you across, so just admire the scenery and move on.

### **(13) *The goblins' caves***

(a) *Getting in:* There are two ways into the goblins' caves, one being through the small insignificant crack which appears in the large dry cave. WAIT here and a goblin should eventually come out and throw you in the dungeon. The other route is through the goblins' gate, where you find their back door: OPEN DOOR and then go DOWN.

(b) *Getting out:* To escape the caves you must make your way to inside the goblins' gate, OPEN DOOR if it is closed, and go UP to take you outside. As to how to reach that location from the labyrinth of passages, see the map, but the quickest routes are: from the big cavern with torches, DOWN/WEST/EAST; from the dark winding passage, SW/DOWN/WEST/EAST; from the location with the magic ring, NORTH/SOUTH/NW/EAST.

(c) *Getting the magic ring:* This is essential to completing the adventure, and its location in the passages is shown on the map. From the dark winding passage you travel SE/EAST/SE/EAST, and from the big cavern with torches go DOWN/NORTH/SE/EAST.



#### **(14) *The goblins' dungeon***

There are two aspects to this location, exploring and escaping. Seeing some sand the obvious instruction is to DIG SAND, which reveals a trap-door. To deal with this you need plenty of energy and it usually helps to eat some of your food at this point, which in turn seems to make it easier to escape. To open the trap-door you must STRIKE or SMASH TRAP DOOR until the thing gives way and allows you to get the small curious key. It is possible to SMASH TRAP DOOR WITH SWORD, but frequently the sword breaks and you are plunged into darkness. Attacking with your bare hands is the safest policy, though the instructions often need to be repeated several times before they work - and just occasionally, to be awkward, the door stays stubbornly closed. Along with the key, which you can TAKE, is the goblins' cache, which you can't as it's too heavy for you.

Escaping from the dungeon must be the one problem in *The Hobbit* which magazines like *Micro Adventurer* and *Popular Computing Weekly* get more queries about than any other. Typing HELP informs you that 'a window should be no obstacle to a thief with friends', and as you're too small to reach the window yourself you will need some assistance from either Thorin or Gandalf. You should WAIT till one of them turns up in the dungeon with you, but if you have to WAIT more than a few times you might have to face up to the possibility that they're both lying somewhere in an extremely dead condition, leaving you be-dungeoned forever. Assuming one of them does turn up, though, you must first SAY TO GANDALF/THORIN 'OPEN WINDOW', with Gandalf usually seeming the more co-operative if you have a choice. Then SAY TO GANDALF/THORIN 'CARRY ME', whereupon you should be picked up, perhaps after a little friendly persuasion, then you SAY TO GANDALF 'LEAVE' or you SAY TO THORIN 'GO WINDOW', as the awkward fellows need different instructions here or they sulk. Either way, you should be transported through the window and set down on the other side in the dark winding passage, all ready to be arrested and thrown straight back in again by the hideous, nasty, vicious, etc. goblins.

#### **(15) *The golden key***

This is found by wandering round the narrow paths in the Misty

Mountains, as shown on the map. This is the kind of task which allows you to make full use of the multiple command facility of the program. Starting on the Misty Mountains type: N, NE, N, SE, D, D, D, D, E, GET, U, W, N. This allows you to go away and make a cup of coffee, and on your return you should find yourself back where you started with the golden key in your possession. The key itself seems to serve no other purpose than to help you attain the maximum score.

#### **(16) *Gollum***

There is one easy way to deal with Gollum's riddles and that is to ignore them. Nothing seems to happen to you if you don't answer but just move on, while if you attempt an answer and get it wrong he seems to get rather violent.

#### **(17) *The large key***

This key is to be found in the trolls' clearing, but if you linger in that location or try to get the key the trolls do nasty things to you. To get the key you must move away from the location and WAIT till you're told that a new day has dawned, whereupon the trolls are turned to stone and you can return and claim the key. Its purpose is to open the rock door which is on the nearby hidden path with footprints.

#### **(18) *The magic door***

If you are having trouble opening the magic door, then see solution 9a.

#### **(19) *The magic ring***

This is to be found in the goblins' caves, and its exact location is shown on the map (see also solution 13c). Most sensible people will realise that the first thing to try is WEAR RING, and this renders you invisible, which throws poor Thorin into a state of complete bewilderment. The magic does wear off after three or four moves, though, and so to be absolutely safe you ought to WEAR RING after every move when in the caves. If you are still invisible then you are told that the ring doesn't seem to be there, but that's no hardship and is better than winding



up back in the wretched dungeon again, now that you have the means to keep out. The ring is also essential in other places, as mentioned in solutions 4 and 9a.

#### **(20) *The map***

It seems when you first start out on *The Hobbit* that reading the map, which you cannot do yourself, is sure to provide a vital clue to the completing of the adventure. What a disappointment it then seems when you eventually get Elrond to read the map for you and you discover that you are merely told one of several different messages concerning directions, which you would later easily work out for yourself in any case. If you are tempted not to waste time even asking Elrond to read the map in future, you should bear in mind that the route he describes to you is not actually created until he does so, and you might therefore be unable to complete the adventure.

#### **(21) *The pale bulbous eyes***

It is quite possible to get through the adventure without having to deal with the pale bulbous eyes that watch you, as explained in solution 22, but if you want to have the pleasure of getting past them you must WEAR RING, enter again the direction from which you have just come, then WAIT twice, and then continue on your way.

#### **(22) *The return journey***

There are several routes back, once you have killed the dragon and collected the treasure. The easiest and safest seems to be to go SOUTH/SOUTH/SOUTH/DOWN/SOUTH/SOUTH to the waterfall, and wait here till the wood elf turns up and throws you in the Elvenking's dungeon, from where you can escape by going DOWN from the cellar, which in most versions allows you to reach the forest river. You can also go out through the magic door, back to the Elvish clearing and WEST to the bewitched gloomy place, or from the waterfall brave the pale bulbous eyes and return via the forest.

#### **(23) *The rock door***

To unlock this door you need the large key that is held initially by the trolls. Solution 17 tells you how to get that, and when you return to the rock door you must UNLOCK DOOR, OPEN DOOR and then go NORTH. You score 5 per cent for entering the trolls' cave.

#### **(24) *The rope***

This vital piece of equipment is found near the start of the adventure in the trolls' cave. If you have had to look up where to find the rope, presumably you haven't been able to open the rock door, in which case see solution 23. If your answer is 'What rock door?' then go back to the hidden path with the footprints and have a good look round.

The rope is vital because without it you cannot cross the black river and continue on the adventure. If you're stuck on the wrong side of the river then the way to cross is explained in solution 3.

#### **(25) *Scoring***

Scoring is an extremely curious feature of *The Hobbit*, with some people claiming to have completed the adventure with scores as low as 50 per cent, and others with scores over 100 per cent. Some of the points are earned merely by visiting locations which are not absolutely essential to the completion of the adventure, and a scoring table is included at the end of this section. This shows where all the points are to be obtained which amount to a score of 100 per cent, but obviously there must be slight variations because of the strange little scoring quirks mentioned above. As a general rule you should have 25 per cent when leaving the goblins' dungeon, 35 per cent leaving the Elvenking's dungeon, and 75 per cent when you begin your return journey.

#### **(26) *The short strong sword***

This object is to be found in the same place as the rope, so see solution 24 if you're having difficulty tracking it down. It is very useful for attacking assorted creatures and objects, but unfortunately it's also



rather fragile and can break at any time. If you can do something with your bare hands, such as smashing the trap-door in the goblins' dungeon, then you should do so. The sword has another strange property: it is a source of light. If you step into the 'large dry cave which is quite comfortable' without the sword in your possession you are told instead simply that 'it is dark'. This also happens if the sword breaks in the goblins' dungeon when you are trying to smash the trap-door with it. So treat it carefully.

### **(27) *The small curious key***

This is to be found beneath the trap-door in the goblins' dungeon; see solution 14. The small curious key then has a small curious use when you are exploring the mountain where the red dragon lives. In 'a little steep bay', if you WAIT a while, a hole appears which is the side door of the lonely mountain. The key can be used to unlock the door taking you on a little trip inside the mountain, which is not very exciting but does score you points.

### **(28) *The small insignificant crack***

The significance of the insignificant crack, which appears from time to time in the large dry cave if you WAIT long enough, is that through it a goblin will emerge and throw you into the dungeon. This is a quick way into the caves without going round through Beorn's house, which you have to pass through on your way out of the caves in any case. The other side of the crack can be seen from one of the locations inside the caves.

### **(29) *Source of light***

If you try to enter the 'large dry cave which is quite comfortable' but you are not carrying the short strong sword, then you are told simply that 'it is dark', and you are also plunged into darkness if you break the sword when in the goblins' dungeon. The luminous property of the object is far more useful than the fact that it is a sword.

### **(30) *The spiders' web***

This impedes your progress from the green forest, and you must SMASH WEB if you are to travel on. As Robert the Bruce discovered before you, spiders are industrious and persistent creatures, and you will have to SMASH WEB several more times in the locations round here, each SMASH WEB being followed by the direction in which you wish to travel. The spiders immediately set to and try to rebuild the web, but if you want to do a proper job you can SMASH WEB WITH SWORD, which destroys the web once and for all. It might destroy the sword, of course, but never mind. If you go SOUTH from the place of black spiders into the forest of tangled trees, then back again, you earn yourself 2½ per cent.

### **(31) *The trolls' clearing***

Linger here when you first arrive and you are in grave danger of becoming a troll's breakfast (Bilbo on toast), yet you need the large key that the hideous troll is holding. The solution is straightforward if you read the book or heed the HELP feature, and that is to go away till a new day dawns when the trolls will be turned to stone. If you don't like sitting around doing nothing, you can go to Rivendell and perform your next task, or even wander off into the Misty Mountains, then return to the clearing to collect the key, which is fortunately unaffected by daylight.

### **(32) *The warg***

This creature seems capable of popping up almost anywhere and making mischief. Normally you can send it to meet its maker quite easily, so it is usually safe to attempt a swing at it with your sword, perhaps stopping to have a bite to eat before you do so.

### **(33) *The wood elf***

This elf appears from time to time, but where you need it most is on the return journey should you choose the route via the waterfall but not want to face the pale bulbous eyes. If you WAIT at the waterfall or the running river then the elf should eventually turn up, and if you

WAIT some more he may even be kind enough to throw you in the Elvenking's dungeon. From here you already know how to escape, which opens up a choice of routes home. If the wood elf doesn't appear for some reason, you will have to brave the pale bulbous eyes, which are dealt with in solution 21.

## Scoring

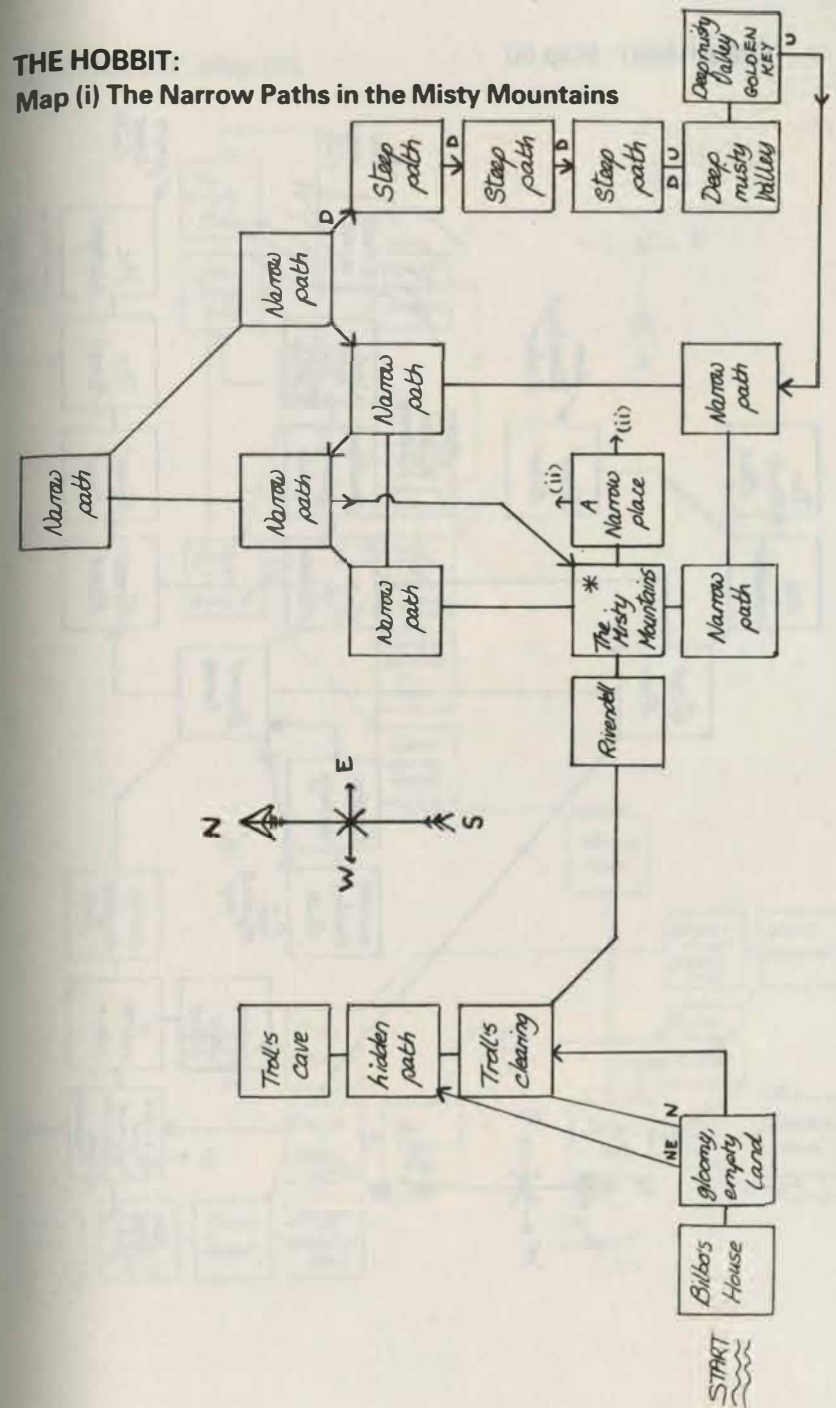
As explained earlier, no list of scores on *The Hobbit* can hope to be completely accurate, since it is occasionally possible to obtain scores of over 100 per cent. The following list, however, shows how a score of 100 per cent can be obtained, and may help you notch up those missing points if you're convinced you ought to be getting a perfect score. Some of those scores of 2½ per cent can be quite elusive.

Event	Score	Running total
Going EAST from Bilbo's house	2½	2½
Entering trolls' cave	5	7½
Going EAST from Misty Mountains	2½	10
Entering Beorn's house	2½	12½
Thorough exploration of goblins' caves	12½	25
Going SOUTH from spiders' web	2½	27½
Going NORTH from spiders' web	2½	30
Going into Elvenking's dungeon and leaving by WEST exit	5	35
Making a <i>second</i> visit to Long Lake	10	45
Reaching the ruins of the town of Dale	2½	47½
Entering the hall where the dragon sleeps	20	67½
Finding the side door in the lonely mountain	2½	70
Entering the smooth straight passage	5	75
Depositing the treasure in the chest	25	100



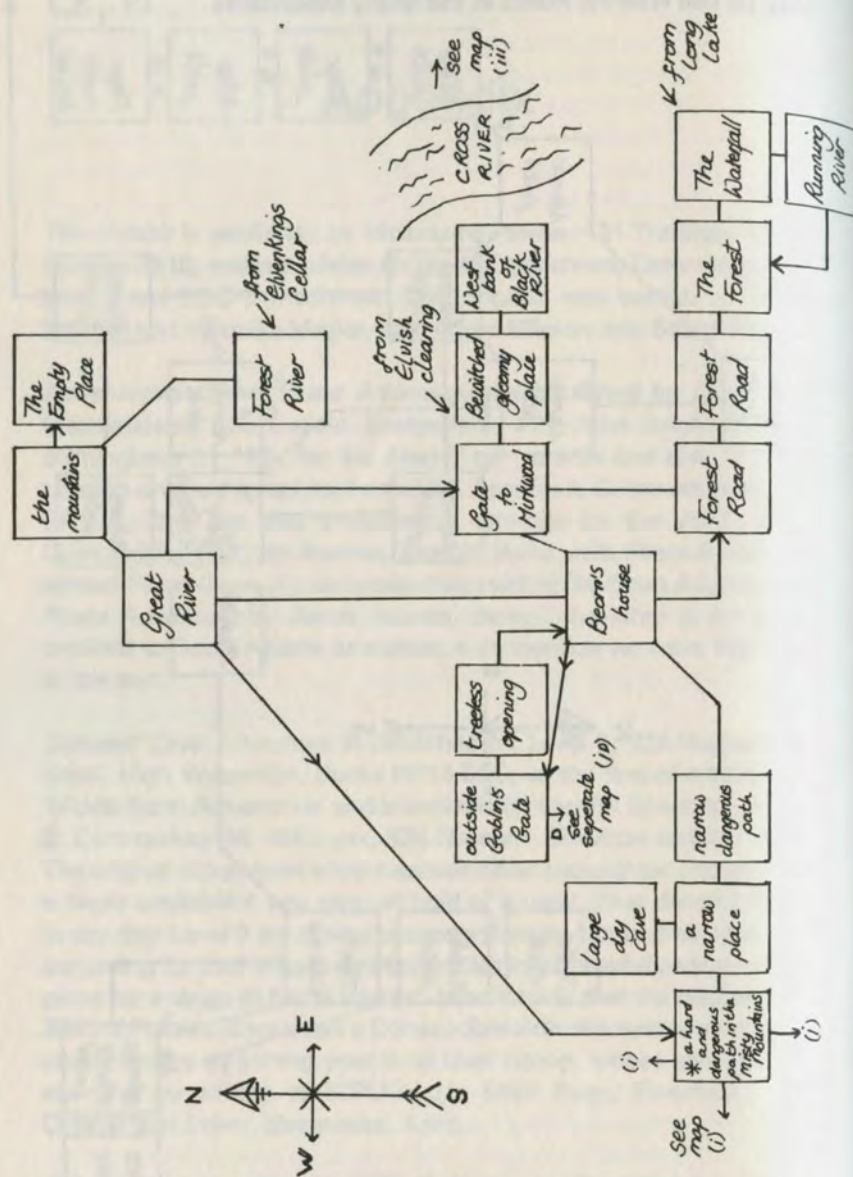
## THE HOBBIT:

### Map (i) The Narrow Paths in the Misty Mountains

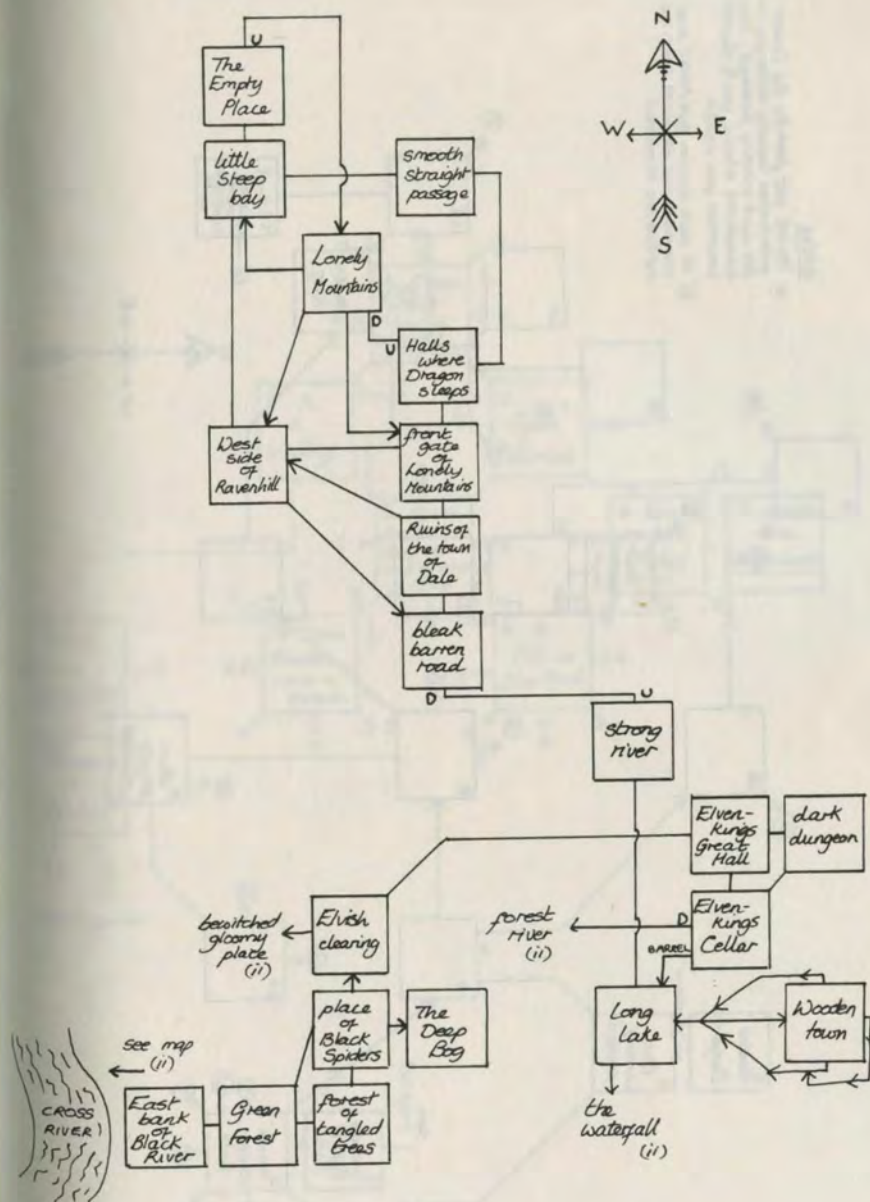




# THE HOBBIT: Map (ii)



# THE HOBBIT: Map (iii)





a) The NE exit from the Big Cavern with torches usually takes you to the dark winding passage, but sometimes returns you to the last location you visited.

b) At each location type PAUSE and examine the available exits, as no two are identical.

