

SNES



RPG



ACTION



Interplay  
Presents

1-5 Players

8 Meg

Developer:

Interplay



GRAPHICS

6

Dark. Most of this game is played in either a forest, cave, or fortress, so don't expect any cheery colors coming from anything. A good representation of Tolkien's Middle Earth.

SOUND/MUSIC

7

They tried to make the music sound medieval, but this isn't Dead Can Dance. The sound effects are OK. They really should have made this a CD game to get good sound. Part 2 should definitely be on CD.

PLAYABILITY

7

Highlights include compatibility with the Super NES mouse and five-player capabilities. I think it might be hard to find five people who would want to play an RPG video game together.



EDITORS' RATINGS

COREY	CHRIS
4	7
ERIC	BETTY
7	7

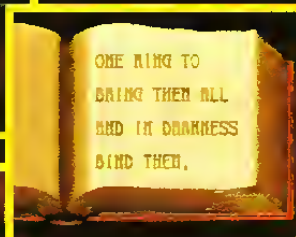
BANG THE BUCK

7

THE LOWDOWN

If you're into Tolkien's books, then this is the game for you, but you might find it kind of easy because you already know who you have to meet and what you're supposed to do. The ending is no surprise. Novices to the land of Middle Earth would probably do well to read *The Hobbit* just to familiarize themselves with what's going on. I'd buy it because I dig the books.

Interplay's *The Lord of the Rings Volume 1* picks up where J.R.R. Tolkien's *The Hobbit* left off, with Bilbo leaving the Shire on his 111th birthday.



You play Frodo, nephew of Bilbo Baggins, star of *The Hobbit*, the first book in the *Lord of the Rings* series. It is your job to transport a magical

ring to the Council of Elrond in Rivendell before it is captured by Sauron, master of evil. Whoever controls the ring has ultimate power over Middle Earth, so the Council of Elrond has to decide who's going to get the ring. Of course Sauron—being the evil dude that he is—doesn't want to play fair, so he sends out his warrior Ringwraiths after you to steal the ring.

You can take on up to five characters in your party to fight your way to Rivendell. Each character has his or her own powers to help in different situations. Though you might think of this as a party game because five people can play, think again; this is an RPG. You don't blow up a lot of stuff, and most of what you do is talk to elves and dwarves. (Not a lot to get your adrenaline pumping.) This is a game for thinkers.

If you liked the *Lord of the Rings* books, you'll like this game; if not, you still might like it. Rent it first and see if you want to invest your time and money.

—Nikos Constant

It's a daunting task trying to make a game out of J.R.R.

Tolkien's *Lord of the Rings* series. Made up of five immense books, *The Lord of the Rings* birthed the whole *Dungeons & Dragons* craze in the '80s as well as influencing the lyrics to Led Zeppelin's tune "Ramble On." A *Lord of the Rings* paper-&-dice role-playing game came out a while ago, but it was kind of forgettable, so I was definitely intrigued when Interplay's *The Lord of the Rings Volume 1* SNES RPG was plopped onto my desk for review. Could Interplay pull off a video game like Zeppelin pulled off the *Led Zeppelin II* album? The answer: Well, kinda.

*The Lord of the Rings Volume 1* is a great adaptation of the books. Though not instilled with the wittiness or the subtle political and religious commentary of Tolkien's works, you gotta figure that Tolkien took a long time to write the books—Interplay probably had a year. It's pretty much like any other action/RPG you might play, except this one is based on an existing story. If you've read the *Lord of the Rings*, there's not going to be a lot of story surprises for you.