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J.R.R. Tolkien's

THE LORD OF THE RINGS

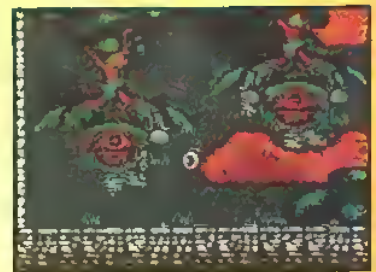
Volume 1

With skilled brush strokes and a haunting tune, Interplay has transformed J.R.R. Tolkien's classic fantasy into a magical adventure for up to three players. Closely following the path of the fictional Frodo, your furry-footed hero leaves his home in Hobbiton and battles orcs and other dangers from the Barrow Downs to the Mines of Moria. Piecing together clues and aiding in quests, the party navigates the endless twists and turns of their chosen path.



ONE RING TO RULE THEM ALL

In the third age of Middle-earth, Sauron again rose to power in the dark land of Mordor, commanding fell beasts and evil, twisted men. Nothing could stop his domination of the west... except the Ruling Ring, which he had lost in another age. Now that the Ring has been found, the only hope is for a party of hobbits and their companions to take the Ring beyond the Misty Mountains to the land of Lorien. Fans of Tolkien's fantasy will recognize the fellowship and many landmarks, but this adventure has its own secrets and dangers.



You can use the Super NES Mouse instead of a regular Controller, but we don't recommend it.



Up to three players can join in the quest using a multi-player adapter and extra controllers



Experience The Lord of the Rings on a new, interactive level, and expect the unexpected.

THE FELLOWSHIP OF THE RING

Frodo must gather all the strength that he can if he is to survive the trek through the wilderness to Rivendell. Since strength comes in numbers, it's a good idea to bring companions along. Most of the same characters who appeared in the story will join Frodo, but at different times. Frodo leads the way until Aragorn meets them in Bree and assumes command.



FRODO BAGGINS

A gentlehobbit of Hobbiton in the Shire, Frodo inherits the Ring and all of its troubles.



ARAGORN

Also known as Sinder in the north, Aragorn is a ranger and heir to the throne of Gondor.



SAMWISE GAMGEE

Simple but courageous, Samwise serves Frodo as gardener and valet. He dearly wants to see elves.



GIMLI

Gimli the dwarf has traveled far to join Frodo. With an axe in his hands, he is a terror.



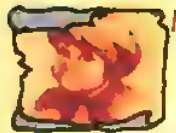
PIPPIN TOOK

The youngest member of the fellowship is brave but foulhardy. Don't let him wander off.



LEGOLAS

Legolas, an elf from distant Mirkwood, uses a bow and arrow to keep orcs at bay.



MERIADOC BRANDYBUCK

Frodo's cousin waits at Crickhollow to join the party when they enter the Old Forest.

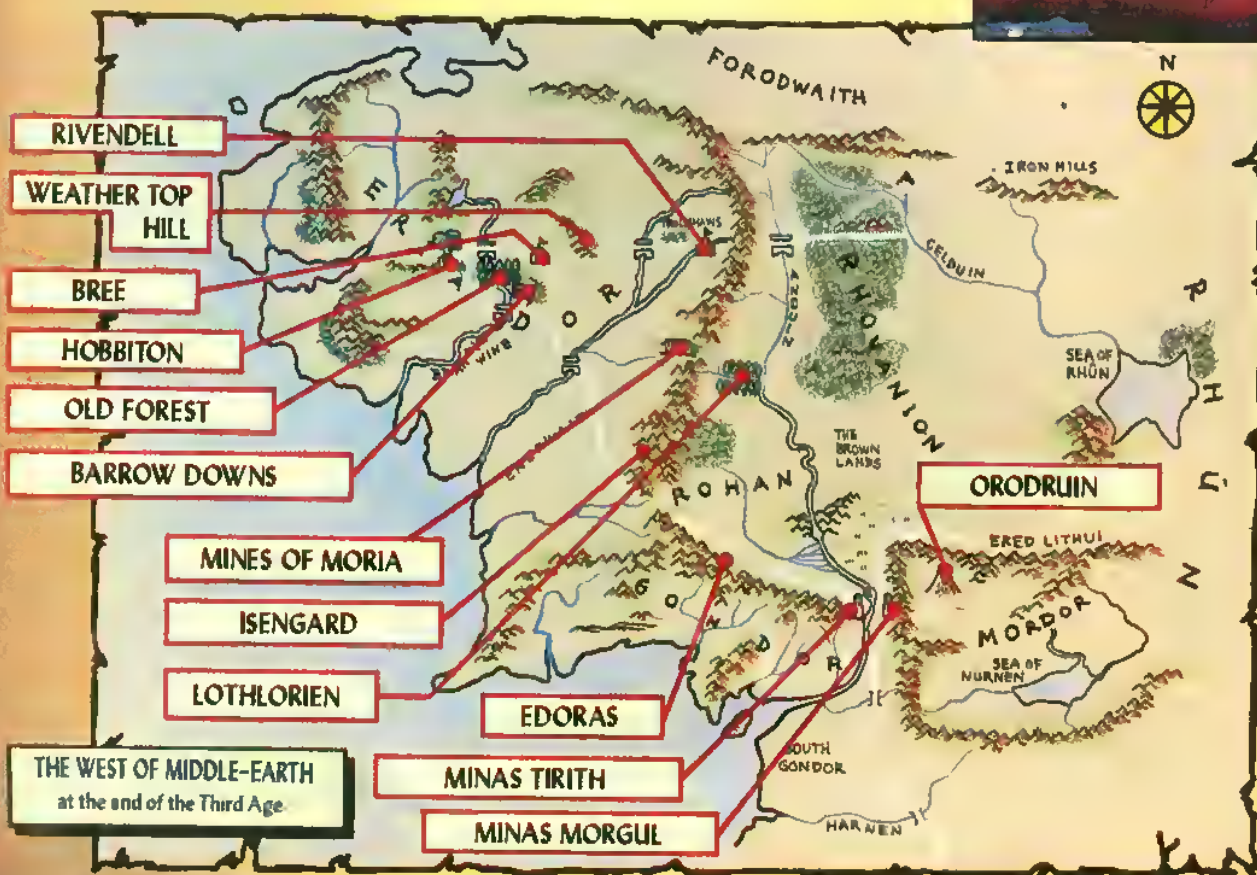


GANDALF

Gandalf belongs to the order of wizards. The quest of the Ring is his great task in Middle-earth.

THE HOPE OF THE WEST

West of the mountains lies a wilderness of rivers, forests and ruins. The company must pass unseen through this land, but Sauron's unsleeping eye watches all.



ESCAPE FROM THE SHIRE

At the start of the game, the Ring Wraiths are already at the borders of the Shire. Your first task is to enlist the help of Pippin and Sam, then head cross

country to Crickhollow where Merry is waiting. From there, your journey leads into the mysterious Old Forest where Tom Bombadil lives

IN THE SHIRE

Begin your quest by talking to all the hobbits in **Hobbiton**, then leave by the north gate and defeat all the wolves so **Pippin** will follow you. Since Sam won't leave his aging Gaffer until you find the old man's glasses, head west to the caves and search them using the maps in the manual. The caves are vast, dark and full of foes, so beware. You'll also need to find two gems in the caves. When you receive the **Key to Hobbiton**, leave town, but don't cross the bridge. Leave the trail and head south and east toward **Crickhollow** and the **Brandywine River**. To cross the ferry, you'll have to help **Farmer Maggot** by defeating an attacker then recovering his jug from **Ted Sandyman**. Finally, take a note and oar to the ferryman.

NORTH DOWNS
Clear the area of attacking wolves so Pippin feels safe enough to follow you.

BRANDYWINE BRIDGE

RUINS
In the ruins to the west of Hobbiton, search the vest caverns for the Gaffer's glasses. You'll also find gems, armor and weapons here.

HOBBITON The hobbits will give you lots of advice and many hints to help you get started.



Once you've found the fern in the cave, take it to an old man in another cave who will give you the gem



The Gaffer relinquishes the key to the gate if you return his glasses.

BAG END

Frodo must leave his home at Bag End and make his way toward Rivendell. Gandalf has left a message indicating that he should first head for the town of Bree, which is not far from the Shire. But rumors of Ring Wraiths on the roads have already been heard in Hobbiton, so every step Frodo takes leads him toward danger, not away from it.



THE LEGEDD OF TOLKIEN

When J.R.R. Tolkien first published his epic tale, no one had ever heard of orcs or Mordor. It was a work of incredible imagination. Tolkien, a linguist at Oxford University, even created languages for the imaginary peoples

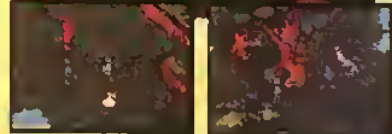
of his realm. The story of the Ring is encompassed in three volumes: *The Fellowship of the Ring*, *The Two Towers*, and *The Return of the King*. You can add immeasurably to the richness of this game by reading them.

RING WRAITHS

The nine Ring Wraiths of Mordor are Sauron's most terrible servants. These ghosts cannot see in the light of day, but they are drawn to the One Ring. If you cross the Brandywine Bridge, you'll discover just how strong they are. Avoid the Wraiths at all costs!



Hobbits with daggers are no match for the servants of Sauron. Take the long way around.



While searching for the Hobbit Juice, you'll face countless attacks by wolves.

HOBBITON



BRANDYWINE BRIDGE



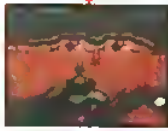
Talk to all the hobbits before leaving on your journey. Don't cross the bridge!

BREE

Although the road to Bree across the bridge is faster than the Old Forest route, your party can't fight off the Ring Wraiths waiting beside the road.

OLD FOREST

Everything is strangely aware in the Old Forest. Even the pathways change steering you toward Old Man Willow.



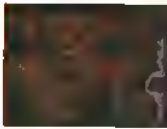
FARMER MAGGOT

You'll have to lend a hand to Maggot before crossing at the ferry.



THE FERRY

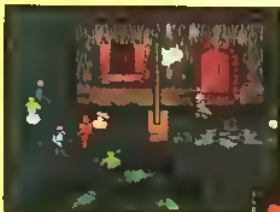
Use the note from Farmer Maggot and the oar to cross the river.



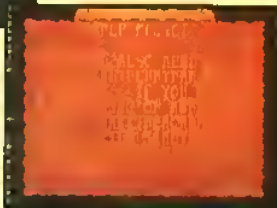
TRAVEL AIDS

Take the mushrooms and other items found in the bags.

Although you have barely left the fields of the Shire, the dangers mount with each step. Fortunately, the tiny hobbits are a sturdy folk and their daggers bite deeply into the ankles of unwary foes. If you are playing alone, remember that you can switch control from your leader to the other members of your party. When new hobbits join you, carefully watch their hit points until they've gained several levels of experience. You don't want to leave a comrade behind.



Orcs have attacked Farmer Maggot's house. You've arrived just in time to save him.



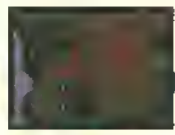
What an oar deal! Find the Honey Jug and Maggot will lend you an oar.



Farmer Maggot's note and oar are your tickets to cross the river.



OLD FOREST TO BARROW DOWNS



BRANDY-WINE FERRY



**BUCK-
LAND**



**CRICK-
HOLLOW**

Merry Brandybuck greets you at Crickhollow with a note from Gandalf directing you to meet him at Bree.

OLD FOREST



OLD MAN WILLOW

Old Man Willow lures the hobbits into a tangled trap



BOMBADIL'S HOUSE

Merry Brandybuck greets you at Crickhollow with a note from Gandalf directing you to meet him at Bree



OLD FOREST

BARROW DOWNS

Once Frodo and his companions have landed safely on the east side of the Brandywine, proceed straight ahead through Buckland—the narrow strip of the Shire where Frodo was raised. Soon, you will reach Crickhollow where Merry Brandybuck is waiting. Gandalf's note instructs you to head east to reach Bree. The roads aren't safe, but the eerie Old Forest is hardly any safer. You'll also meet a company of elves. Listen closely to their advice. Farther on, a man will give you the Key to Bree. The path in the Old Forest leads you to Old Man Willow, who captures your companions. Seek out Tom Bombadil, who lives in the northern part of the woods, then return to the tree. Soon, Bombadil appears and frees your friends.

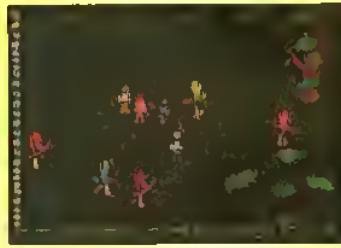
The next leg of your journey takes you into the haunted Barrow Downs. Here you'll find a maze of passages and ancient tombs. If you disturb the tombs, Barrow Wights appear and attack you. You'll find several elven amulets in this area along with lots of gold, better armor and weapons, and the keys to locked tombs. Follow the maps on the next pages to navigate the maze of the Downs. The gold can buy you information and items in Bree.



Gildor Inglorion, an elf lord, gives you a gateway gem.



Old Man Willow has a taste for hobbits. He'll lure your companions into a trap.



The elves near the Old Forest have much wisdom. Ignore them at your own risk.

OLD MAN WILLOW

Old Man Willow sings a bewitching song to lure travelers to a terrible fate. His singing is so powerful that he controls all the trees and paths in the Old Forest. Some say that he is related to the dark Huorns of Fangorn Forest across the Misty Mountains, but nobody knows for sure. Although his sleepy song is reportedly beautiful to hear, Old Man Willow has a rotten core. Only Tom Bombadil, the most ancient being in Middle-earth, has the power to command the Willow.

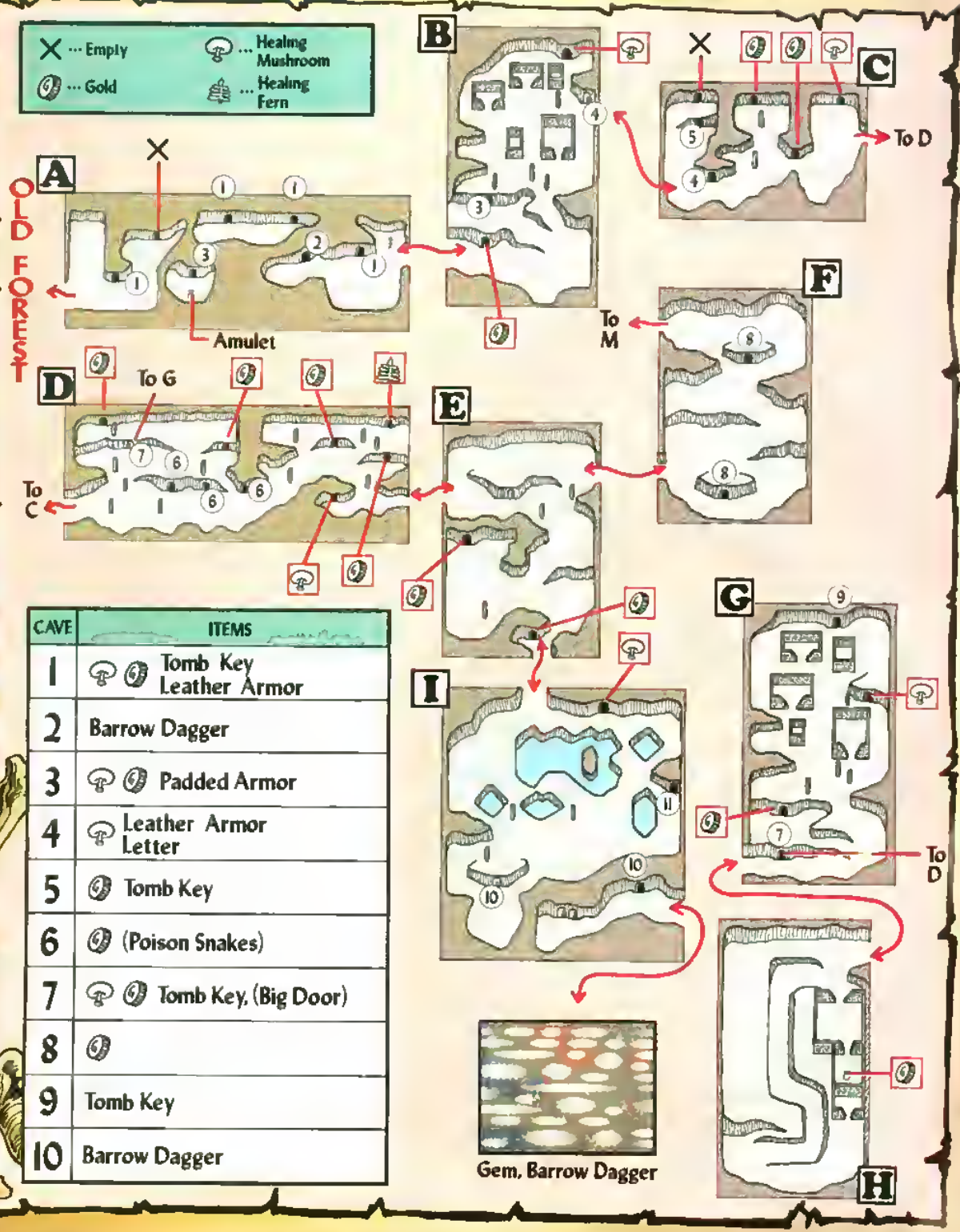


BARROW DOWNS TO BREE

The Barrow Downs were once the homes of proud kings who fell into evil. Now they jealously guard their hoard of treasure and dark secrets. The mists that cloak the Downs will chill a traveler to the bone.

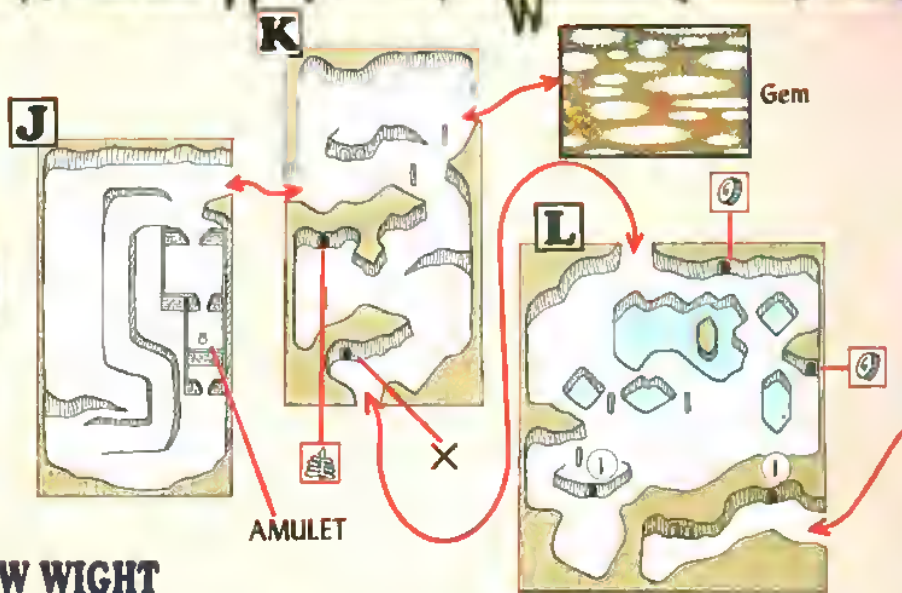


X ... Empty
 ④ ... Gold
 🍄 ... Healing Mushroom
 🌿 ... Healing Fern



CAVE	ITEMS
1	🍄 ④ Tomb Key Leather Armor
2	Barrow Dagger
3	🍄 ④ Padded Armor
4	🍄 ④ Leather Armor Letter
5	④ Tomb Key
6	④ (Poison Snakes)
7	🍄 ④ Tomb Key, (Big Door)
8	④
9	Tomb Key
10	Barrow Dagger





BARROW WIGHT

The Barrow Wights fly out of their tombs when trespassers venture near. The Wights inside tombs don't put up much of a fight, even against poorly

armed hobbits. Trolls and poisonous snakes prove more dangerous. Wights outside the Barrows can be far more dangerous than their indoor kin.



BREE

BREE

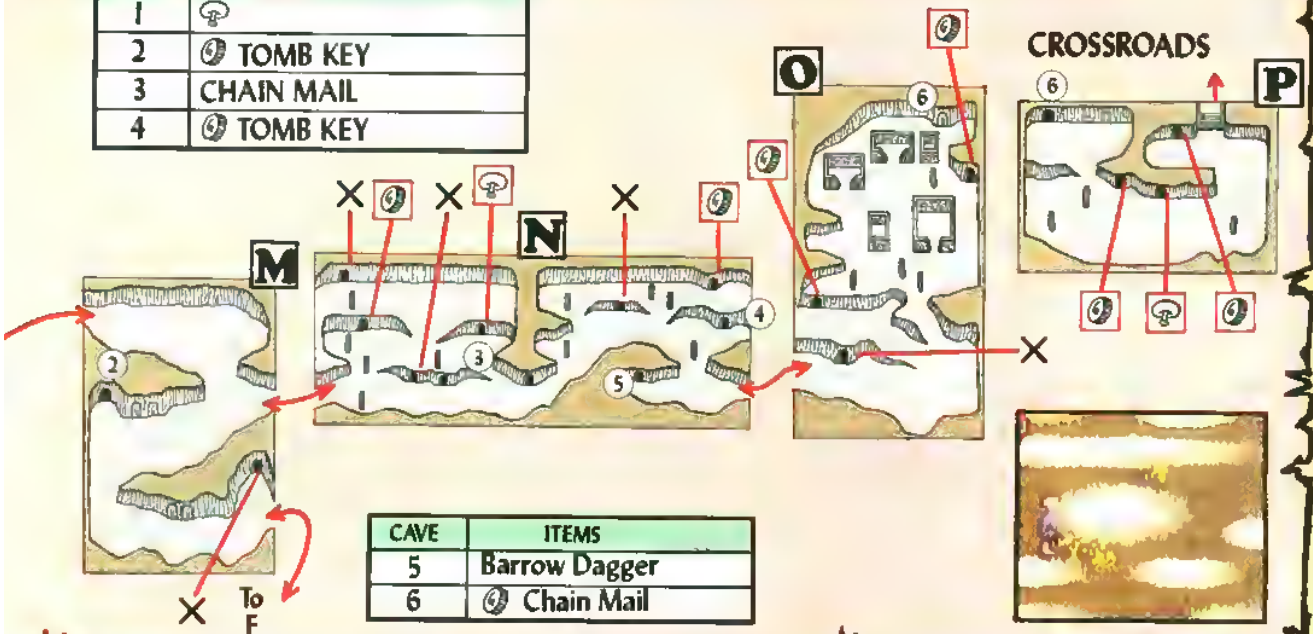
The town of Bree is home to both men and hobbits. Here you will meet Aragorn the ranger and prepare for the hard journey to Rivendell. Listen closely to what the Breelanders have to say.

THE GATE

Take the north road from the cross-roads to the gate of Bree. There give the gatekeeper the proper key and the note from Gandalf to gain entrance.



CAVE	ITEMS
1	
2	TOMB KEY
3	CHAIN MAIL
4	TOMB KEY



CAVE	ITEMS
5	Barrow Dagger
6	Chain Mail

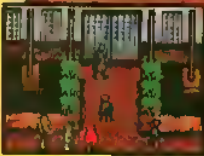
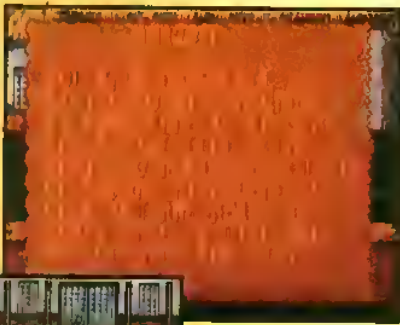


You can buy armor and weapons in Bree. You can also pick up better equipment in the Barrow Downs and the huge cave of Wilderland.



Be sure to speak with everyone. You'll find a woman's ring in the Wilderland caverns along with Legolas' bow. Be sure to map the caves. Another woman gives you a letter only if Aragorn is with you. Beyond Bree lie the mazes

of Wilderland and the dark secrets of Moria.



Aragorn acknowledges you only if you show him the leaf of Athelas, the healing herb of kungs.



BEWARE THE MINES OF MORIA...

Trolls and Balrogs lie ahead, but the final journey to Mordor must wait for Volume Two.