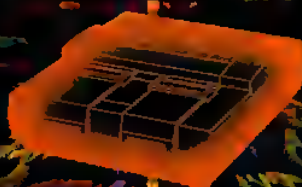


## SUPER NES



### THE GOOD

If you follow the clues carefully, the game flows pretty smoothly.

### THE BAD

You don't get to choose what weapons or arm you want to be equipped with in the game.

### THE UGLY

Your head after you put it through the TV because you're angry at the game for killing one of your guys.

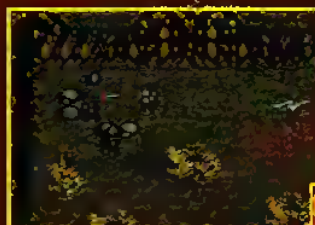
**O**ur tale begins in the Shire. Play as Frodo Baggins, who has inherited a ring from his uncle, Bilbo Baggins himself. This ring gives the power of invisibility to whomever wears it.

But it is very evil and everybody wants to get a hold of it—this is where your story begins. Journey to Rivendell and find Elrond, King of the Elves, and deliver the ring to him. There are many dangers on the way to Rivendell. Find all of your friends for some much needed help on your journey. The entire fate of all that is good rests in your hands in this long and involving RPG.

This game is a bit of a new twist on RPGs in the sense that it has better real-time fighting—if your friends die, they die

# THE LORD OF THE RINGS

for good without any chance of bringing them back to life. The view is set in an overhead perspective so anything is within easy viewing range. Guard the ring with your life and do not let it fall into Sauron's hands.



This is your Item Selection Screen. To access it press the R button. Look over the people in your party and see their attributes.



The dagger is the first thing you should go after. It will increase your strength and allow you to kill an enemy with fewer hits. It is located outside the caves west of town.



After you have rescued a whole bunch of people, fighting the hard enemies won't be too tough—now you have people fighting on your side. Just make sure you keep them alive.

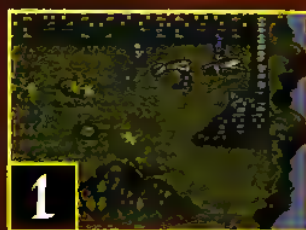
## FACT FILE

### THE LORD OF THE RINGS

MANUFACTURER	# OF PLAYERS
INTERPLAY	1
DIFFICULTY	AVAILABLE
MODERATE	AUGUST
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
RPG	95%



## STRATEGY SESSION



1



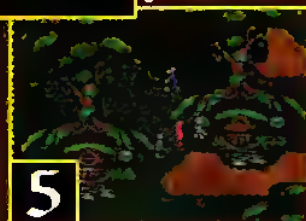
2

1) Go north and rescue Pippin.  
2) Talk to Sam and learn about the glasses. 3) Get the glasses from the cave!

3



4



5

4) In the cave, get the Gem.  
5) Finally, give the glasses back to Sam and get the key to the gate.