

— SIERRA ENTERTAINMENT PRESENTS —

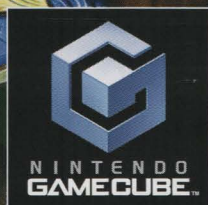
# THE Hobbit™



THE PRELUDE TO  
THE LORD OF  
THE RINGS™

INSTRUCTION BOOKLET

  
SIERRA™



...m's Lair

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions** Eye or muscle twitching **Loss of awareness**  
**Altered vision** Involuntary movements **Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.  
Caution—Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

**THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.**



Memory Card

**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

**EVERYONE**  
Violence  
Comic Mischievous

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SIERRA ENTERTAINMENT PRESENTS

# THE Hobbit™

THE PRELUDE TO THE LORD OF THE RINGS™

NINTENDO GAMECUBE™ MANUAL

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# Getting Started

1. Turn OFF the POWER Button on your Nintendo GameCube™.
2. Insert *The Hobbit* Game Disc into the Nintendo GameCube.
3. Close the Disc Cover.
4. Make sure a Nintendo GameCube Controller is plugged into Controller Socket 1.
5. If you want to save your game, insert a Nintendo GameCube Memory Card into Slot A of the console.
6. Turn ON the POWER Button and *The Hobbit* title screen will appear.
7. To get started, press START/PAUSE after you see *The Hobbit* title screen. The Main Menu appears (see *Main Menu* on p. 10).



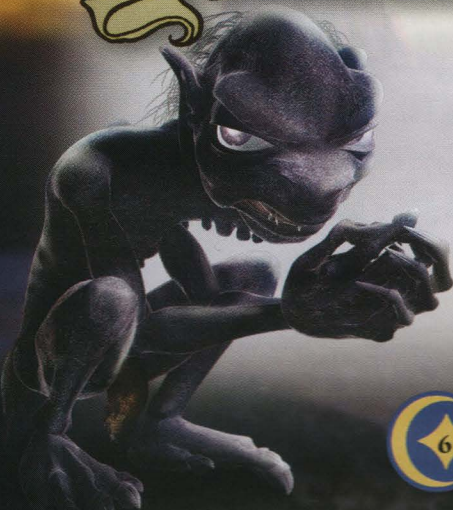
## CONTROLLERS

*The Hobbit* is a single player game. Connect the Controller to Controller Socket 1 on the front of the Nintendo GameCube™ system, as some commands cannot be entered from any Controller connected to any other Controller Socket.

## MEMORY CARDS

In order to save games you must have an installed Nintendo GameCube Memory Card (sold separately). Please note that data lost because of Memory Card insertion or removal during the Save/Load process, inappropriate handling or operation, or dust and dirt in the Nintendo GameCube system, cannot be retrieved.

Please refer to the Nintendo GameCube instruction booklet (pages 18–20) for directions on how to format and erase Memory Card files.



## Introduction

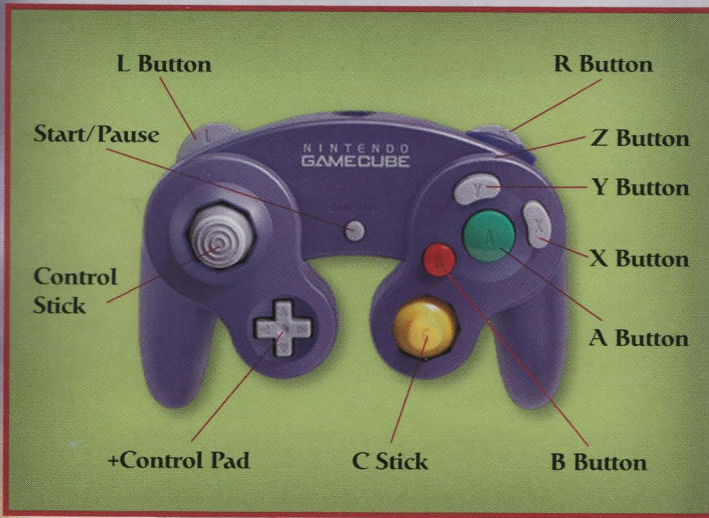
**G**andalf the Wizard has always said that there is much more to the little Hobbit, Bilbo Baggins, than meets the eye. You're about to prove him right, for you are about to put yourself in the shoes of Bilbo himself. That is—if he wore shoes on those leathery soles of his.

It is another in an endless stream of perfect days in the Shire, and Bilbo is at home in Bag End, his comfortable Hobbit-hole. Usually, his biggest concern is wondering when he'll enjoy his next meal. But that concern will soon be overshadowed by the great responsibility Gandalf places on this diminutive character.

Prepare to lead Bilbo on an epic journey where he encounters the dangers and wonders of Middle-earth beyond the boundaries of the Shire. Travel with Bilbo and the Dwarves as they seek to reclaim the Lonely Mountain from the clutches of Smaug. They'll meet some curious characters along the trail, as well as ferocious creatures of the surrounding forests and caves. Bilbo will learn combat skills unknown to other Hobbits. He'll use them in pursuit of Quests and to help the Dwarves seek their vengeance.



# Basic Game Controls

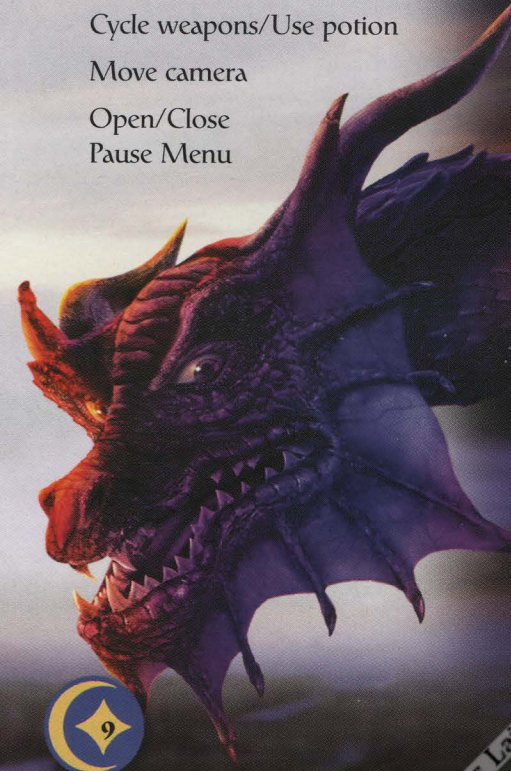


## GAME CONTROLS

<b>A Button</b>	Jump/Rotate Object/Select
<b>B Button</b>	Attack/Activate/Grab
<b>X Button</b>	Cycle weapons
<b>Y Button</b>	Target lock
<b>Z Button</b>	Equip/Unequip Ring
<b>L Button</b>	Sneak/Crouch
<b>R Button</b>	Toggle first-person mode/ Reticle mode
<b>Control Stick</b>	Move Bilbo/Move objects (with <b>B Button</b> activated)
<b>+Control Pad</b>	Cycle weapons/Use potion
<b>C Stick</b>	Move camera
<b>START/PAUSE</b>	Open/Close Pause Menu

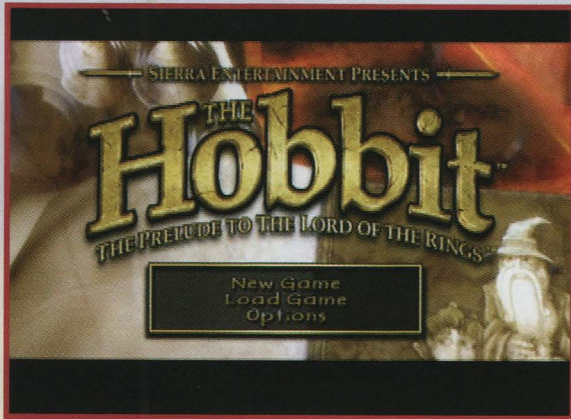
## MENU CONTROLS

<b>+Control Pad</b>	Highlight item, move cursor
<b>A Button</b>	Select item, advance to next screen
<b>B Button</b>	Cancel, return to previous screen
<b>L Button</b>	Cycle Pause Menu screens
<b>R Button</b>	Cycle Pause Menu screens
<b>START/PAUSE</b>	Open/Close Pause Menu



# Main Menu

The Main Menu is the first screen you see after you press START from the title screen. This is your jumping off point for the rest of the game. From here, you start new games and load saved games.



## NEW GAME

Select NEW GAME from the Main Menu. Press the Control Stick ▲ or ▼ to highlight NEW GAME, and then press the A Button to launch a game.



## Note

A Nintendo GameCube™ Memory Card with sufficient available memory blocks must be inserted in order to save games. See Saving Games on p. 20 for more information.

## LOADING GAMES

Any saved game can be loaded from the Main Menu. Saved games are displayed with a readout of your current health status, current location within the game, Courage Points collected, and a time/date stamp.



Location Within Game

Current Health Status

Time/Date Stamp



To load a game:

1. Press the Control Stick ▲ or ▼ to highlight LOAD GAME, and then press the A Button to see a list of saved games.
2. Press the Control Stick ▲ or ▼ to highlight the game you wish to load, and then press the A Button to launch it.

### Note

Never insert or remove a Nintendo GameCube Memory Card when loading files.

## Playing the Game

It is time, young Hobbit, to go forth, explore new lands, and confront whatever challenges await you. You will come across some who help you in your Quests and provide valuable information. Unfortunately, little one, there are creatures out there that mean to do you great harm, even though they know nothing about you. Proceed cautiously. Stay alert. And above all, try not to faint in the face of adversity!



## THE GAME SCREEN

There is enough mystery already in the lands of Middle-earth. It helps to clarify your mission by understanding the on-screen icons and indicators.



**RING METER.** The Ring Meter represents the amount of time that Bilbo can wear the Ring before it will fall off on its own. Once the meter reaches the end, Bilbo will no longer be invisible.

**HEALTH BUBBLES.** This is Bilbo's lifeblood. The color of the bubbles change according to Bilbo's current state. Red bubbles are healthy. Injuries and falls cause the red bubbles to turn gray. If all bubbles turn gray, the game ends and Bilbo returns to the last saved location. When



he is poisoned, all of the bubbles turn green and he must consume an Antidote to restore them to good health. Otherwise, when the poison wears off, the green bubbles turn gray. When Bilbo takes a “Waters of Vigour” potion, a purple aura appears around a maximum of 10 Health Bubbles.

**SILVER PENNIES.** Shows the number of Silver Pennies Bilbo has collected during his journey (see *Items* on p. 38).

**ROCKS.** Shows the current number, as well as the type of Throwing Stones in Bilbo’s bag.

**HEALTH POTIONS.** This shows the number of Health Potions Bilbo has at his disposal.

**COURAGE METER.** Indicates how many Courage Points Bilbo has collected during his journey (see *Courage Points* on p. 17).

**WEAPON METER.** Both Sting (Bilbo’s sword) and the Walking-stick have different modes of attack (see *Trained Attacks* on p. 33 or *Weapons* on p. 36). Certain ones can only be used when this meter is completely recharged.

## INTERACTION ICONS

Characters and objects in the game that Bilbo can interact with have an interaction icon over them.

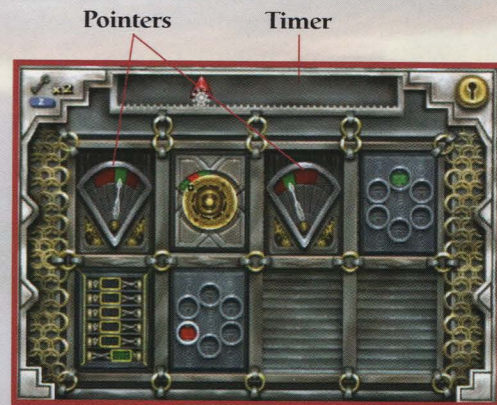
To have Bilbo respond to an interaction icon, press the **B** Button once the icon appears. Be patient... sometimes an interaction takes a moment to develop.



Press the **B** Button to interact with this Dwarf.

Certain characters and objects require the use of items from Bilbo’s personal inventory. If this is the case, the Inventory screen appears after you press the **B** Button.

## PICKING LOCKS



From time to time, Bilbo comes across chests made of wood, iron, or gold. The chests may need to be unlocked in order to access their contents. This requires lock-picking skills.

The lock-picking screen has a variety of mechanisms that require your skill. For the most part, the different mechanisms, or puzzles, require the alignment of a pointer with a specific color. Easier locks have only a single mechanism to figure out. More complicated locks have multiple mechanisms. Once you set the first mechanism, the next mechanism will automatically activate. Once all mechanisms are set in the time allowed, the chest opens to reveal its contents for Bilbo.

A timer appears along the top of the screen. If the mechanisms are not worked out before the timer reaches the end, you must start at the beginning.

To set the pointer on a mechanism, press the A Button once the pointer is aligned with the proper color. Be careful... misaligning the pointer advances the timer by a multiple of five. Accidentally aligning the pointer with a red marking advances it all the way.

Be warned! Some chests are not what they appear to be. Watch out for those containing poison or other hazards to Hobbits.

Locks can be bypassed with a Skeleton Key, as long as you have one. To use it, press the Z Button while in lock-picking mode.



## TRAINING AND SCROLLS

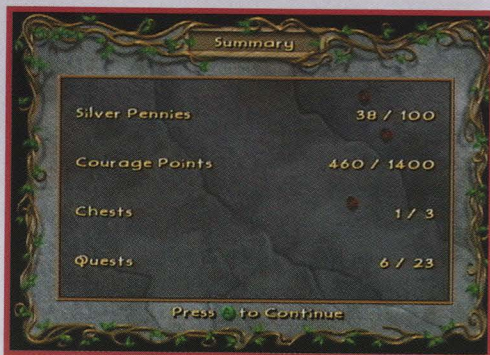
There are many types of attacks that Bilbo can use, but only two initially. His initial attacks are a single swipe of his weapon, or a two-handed overhead attack. Bilbo automatically receives attack training when he discovers various scrolls that are hidden throughout the Chapters. When a scroll is discovered, a special screen displays the new skills with which a weapon is endowed. Each training session improves Bilbo's use of his Walking-stick, his finesse with Sting, or his skill with Throwing Stones (see *Trained Attacks* on p. 33).

## COURAGE POINTS

Bilbo's growth is based on Courage Points. As he progresses through the Chapters, he discovers pickups of Courage Points everywhere, which appear in the form of colored gems. Each gem color represents a different point value. Courage Points are also scattered when Bilbo defeats an enemy or when he solves a Quest. When he runs over them, the Courage Meter advances in the upper left corner of the screen. When the meter is full, Bilbo gains another health bubble.



## ENDING A CHAPTER



At the completion of each of the 11 Chapters, a Summary screen appears that shows your progress in the game. The information includes the number of Silver Pennies collected, the number of chests opened, the number of Quests completed, and the number of Courage Points collected. Each figure is compared to the total possible in the Chapter.

Press the **A** Button to move to the Vendor screen.

## END OF CHAPTER VENDOR

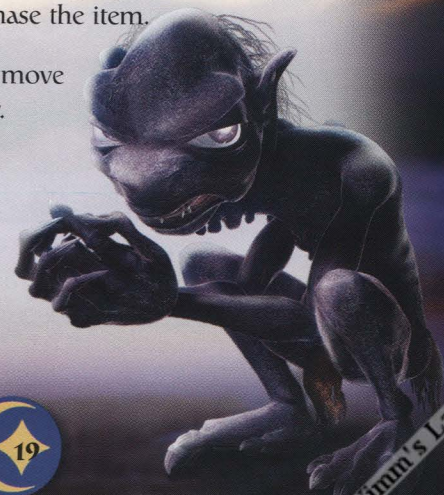
This is simply a screen with a list of items that Bilbo can purchase with his collected stash of pennies. It appears after the Summary screen. From here, Bilbo can purchase Health and Antidote Potions, larger Rock Bags, Medicine Chests, Skeleton Keys, Throwing Stones, Waters of Fortitude, and Waters of Vigour. Waters of Fortitude and Waters of Vigour are limited and very expensive.



You are shown the number and quality of items that Bilbo currently has, and the number that he is able to carry. Bilbo's stash of pennies is also displayed.

To make a purchase:

1. Press the Control Stick to highlight an item and display its description at the bottom of the screen.
2. Press the **A** Button to select the item.
3. Press the Control Stick to highlight YES and press the **A** Button to purchase the item.
4. Press the **B** Button to move onto the next Chapter.



## SAVE PEDESTALS AND SAVING GAMES



Press the **B** Button to save games at a Save Pedestal.

As you progress through a game and reach specific waypoints, your game can be saved. Waypoints are marked by pedestals located around the different levels in every Chapter.

To save using a Save Pedestal:

1. Approach a pedestal and press the **B** Button to save in the middle of a level. The Save Game screen appears.
2. On the Save Game screen, press the Control Stick **▲** or **▼** to highlight a save game slot, and then press the **A** Button to save your game.

Saving a game keeps track of all inventory items, character conditions, map status, Courage Points collected, and Bilbo's current location.

A Nintendo GameCube™ Memory Card with sufficient available memory blocks must be installed in order to save games. The system will check to see if a qualified Memory Card is installed. If a Memory Card is found, but does not have enough memory blocks available, then you are prompted with an additional choice of opening the Nintendo GameCube Memory Card Manager (see Nintendo GameCube Instruction Booklet).

### Note

Never insert or remove a Nintendo GameCube Memory Card and do not turn off the system when saving files.

## Pause Menu

The Pause Menu is displayed any time you press Start/Pause during a game. There are four screens to the Pause Menu: Inventory, Quest Log, Options, and Summary. Options are described in the Options section (see p. 25).

To scroll between screens in the Pause Menu:

1. Press the **L** or **R** Buttons to move between screens.

- Press the Control Stick to highlight an item, and then press the A Button to select it. The Summary screen is for information purposes only.

## INVENTORY SCREEN



This screen shows you Bilbo's health status, his Silver Penny stash, the total Courage Points acquired, his Skeleton Keys collected, potions that he has accumulated, and the current Medicine Chest and Rock Bags at his disposal. The weapon upgrades are also displayed.



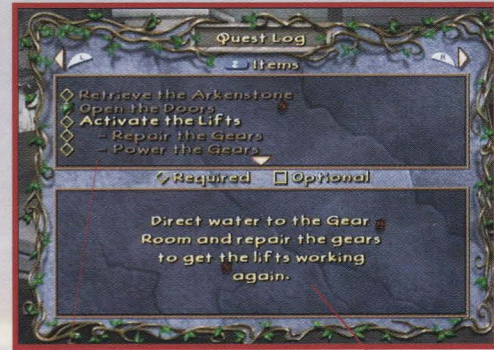
The medallions indicate which weapons—Sting, the Walking-stick, and Throwing Stones—are upgraded for

Bilbo to use. There are several upgrades for each of these weapons and they are acquired throughout Bilbo's travels.

Press the Control Stick to move the screen cursor over any item to display details about that item.

You can have Bilbo drink a potion from the Inventory screen by pressing the Control Stick to highlight the potion, and then pressing the A Button.

## QUEST LOG



Quest List

Quest Description

This is where you review the Quests that are currently assigned, their level of completion and their related information. The Quest Log is cleared after a Chapter ends.

The top of the page contains the list of Quests. Required Quests have a diamond checkbox next to them. Optional Quests have a square checkbox next to them. Completed Quests are checked off. The bottom section of the page contains the highlighted Quest description.





## Exit

This option quits the current game and returns you to the Main Menu. After you press the A Button to select EXIT GAME, a confirmation screen asks if you want to proceed.

Press the Control Stick to highlight your choice, and then press the A Button to proceed.

## Audio/Video

There are three audio and two video settings that you can configure from the Options screen: music, sound effects, voice volume, brightness, and a subtitles option.

**MUSIC VOLUME.** Adjust the background music volume in the game. The default is **100%** of maximum.

**SFX VOLUME.** Adjust the sound effects volume in the game. The default is **100%** of maximum.

**VOICE VOLUME.** Adjust the volume of character voices in the game. The default is **100%** of maximum.

**BRIGHTNESS.** Adjust the brightness of your monitor. The default setting is **50%** of maximum.

**SUBTITLES.** All in-game dialogue is accompanied by subtitles. Toggle these ON or OFF. The default setting is ON.

To change any setting:

1. Press the Control Stick ▲ or ▼ to highlight it, and then press the Control Stick ◀ or ▶ to adjust it.
2. After completing your audio/video selections, press the Control Stick ▼ to highlight ACCEPT. Press the A Button to accept your choices and return to the Options screen. You can also press the B Button to exit this screen without saving changes.

## Camera/Misc

Determine how the camera follows Bilbo along his journey. Advantageous camera placement can make a huge difference at critical times in the game.

**HORIZONTAL INVERT.** Toggle this ON/OFF to reverse the 3rd person horizontal camera control.

**VERTICAL INVERT 3RD PERSON.** Toggle this ON/OFF to reverse the 3rd person vertical camera control.

**VERTICAL INVERT 1ST PERSON.** Toggle this ON/OFF to reverse the first-person vertical camera control.

**RUMBLE.** Toggle this ON/OFF to change the Rumble Feature of your Controller.

To change any setting:

1. Press the Control Stick ▲ or ▼ to highlight it, and then press the A Button to toggle it on or off.
2. After completing your camera selections, press the Control Stick ▼ to highlight ACCEPT. Press the A Button to accept your choices and return to the Options screen. You can also press the B Button to exit this screen without saving changes.

### Load Game

Any saved game can be loaded from the Options screen. Saved games are displayed with a readout of your current health status, current location within the game, and a time/date stamp.

To load a game:

1. Press the Control Stick ▲ or ▼ to highlight LOAD GAME, and then press the A Button to see a list of saved games.
2. Press the Control Stick ▲ or ▼ to highlight the game you wish to load, and then press the A Button to launch it. You can also press the B Button to exit and return to the Options screen.

### Note

Never insert or remove a Nintendo GameCube Memory Card and do not turn off the system when saving files.

## Advanced Game Controls

### MOVEMENT

Moving Bilbo is easy, especially when he's motivated by a charging Warg. Use the Control Stick to move him in any direction, keeping in mind that the third-person camera position will tend to be behind him. If the camera is trailing him and you suddenly do a 180-degree turn, Bilbo will then be coming toward you until you move Bilbo left or right. He then passes the camera until it returns to trailing him. Remember, you can adjust the camera location any time by pressing the C Stick.

**RUNNING.** Bilbo's default movement is running. If you press the A Button while running, he jumps in that direction. If you press and hold the L Button while running, Bilbo instead sneaks around quietly. While standing still, press the L Button to cause Bilbo to crouch, and press the A Button to cause him to jump in place.

**CLIMBING/SLIDING.** Bilbo climbs and descends vines and ladders by moving the Control Stick ▲ or ▼. He automatically slides down any slippery surfaces he encounters. Bilbo moves slowly through waist-deep water and sticky substances (mud, for instance).

**HANGING.** Bilbo is considerably agile in that he is usually able to grab onto ledges whenever he cannot completely jump over a chasm. He also grabs ledges when there isn't enough room for walking along a path.

**WADING.** He can walk safely through water, but only if it is shoulder deep at most. He will drown in water over his head, so be sure you know your water depth before proceeding.

**FALLING.** Bilbo can handle falls from a certain height with minimal health loss. The farther he falls, the greater damage he sustains.

**LONG JUMP.** Some jumps are too far to make without help. Use your Walking-stick to jump farther than normal. First, cycle to your Walking-stick by pressing the X Button. Then get a running start. When you near the jumping point, hold the L Button to ready your Walking-stick and then quickly press the A Button to jump.

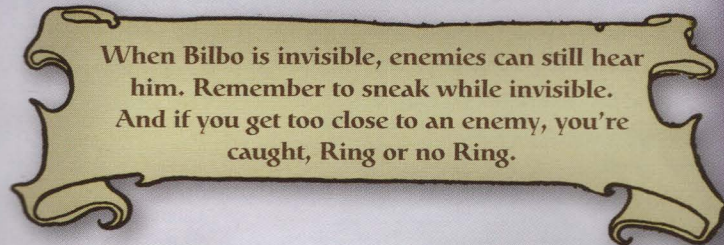
**VINE JUMP.** Vine jumping is crucial for reaching otherwise unreachable places. Climb one vine and face another vine. You'll know when Bilbo can leap to the next vine by the way he reaches a hand out toward it. If you don't see this, don't jump! Press the Control Stick in the jumping direction while pressing the A Button to vine jump. You can also press the B Button to drop straight down from the vine. Ropes and chains also act much in the same way as vines.

## STEALTH MOVEMENT

Bilbo can sneak around on tiptoe or become invisible by donning the Ring. He must first acquire the Ring in order to use it. While sneaking, he cannot be heard by an enemy unless he accidentally steps on something that makes a sound (leaves, sticks). An enemy will attack if it hears Bilbo, even if it cannot see him.



To don the Ring, press the Z Button.



When Bilbo is invisible, enemies can still hear him. Remember to sneak while invisible. And if you get too close to an enemy, you're caught, Ring or no Ring.

## COMBAT AND TARGETING

Although the true Hobbit form is to run like a rabbit when trouble comes, Bilbo's "Tookish" side is growing in him. He takes on any foe, regardless of size. His combat mode is simple.

To attack an opponent during combat:

1. Rush the opponent and press the B Button to attack.
2. Switch weapons by pressing the X Button.

### Targeting



Bilbo can target an opponent to attack. When an opponent is targeted, Bilbo is locked onto the opponent, always facing it. Any attempt to move left or right results in Bilbo circling the target. An opponent that can be targeted appears with a yellow cone over its head. This cone acts as the enemy's health meter.

To target an opponent:

1. Press the **Y** Button. The yellow cone changes to red.
2. Press the **Y** Button a second time to release the target.

To defend an attack while targeted on an opponent, press **▼** on the Control Stick.

### First-Person Targeting

Bilbo can precisely target an opponent for throwing Stones.

1. Press and the **R** Button. This zooms Bilbo's view to first person with a targeting reticle. He is automatically equipped with Throwing Stones regardless of what weapon he was holding before.
2. Use the Control Stick to adjust Bilbo's aim.
3. Press the **B** Button to throw Stones.
4. Press the **R** Button a second time to return to third-person view. Bilbo is once again equipped with his original weapon.



### Note

Stones can be used as a weapon, but they are also very effective to smash distant objects.

### Trained Attacks

Trained Attacks are usually gained by discovering special scrolls hidden throughout the Chapters (see *Training and Scrolls* on p. 17). These include a Jump Attack, Chain Attack and a Spin Attack. The Weapon Meter must be fully recharged before certain Trained Attacks can be used.



To employ a two-handed overhead Jump Attack, first press the **A** Button to jump, and then press the **B** Button while in midair.

To employ a Chained Attack, press the **B** Button rapidly to string together two or more attacks.



To employ a Spin Attack, press and hold the **B** Button to charge the Spin Attack. Release the **B** Button to attack.

Visit the Inventory screen to see the types of upgrades that are available for each weapon (see *Inventory Screen* on p. 22).

## OBJECT INTERACTION

Bilbo picks up Throwing Stones, Silver Pennies, Courage Points, and certain other items simply by running over them.

1. Press the **B** Button to open doors and chests when standing next to them.
2. Some doors must be opened by activating a secret trigger nearby. Triggers can be activated by pressing the **B** Button.
3. Walk up to friendly characters and press the **B** Button to talk to them.

## MOVING OBJECTS

Certain objects must be moved out of the way in order for Bilbo to proceed. Others must be used as platforms from which Bilbo gains access to areas out of his reach.

To move objects when Bilbo stands next to them, press the **B** Button. Once he grabs the object, use the Control Stick to move him along with the object. Sometimes, he will need to grab an object from a specific side in order to move it in a specific direction.



Certain objects can be flipped to assist Bilbo. To flip an object, grab it first, and then press the **A** Button to flip it.

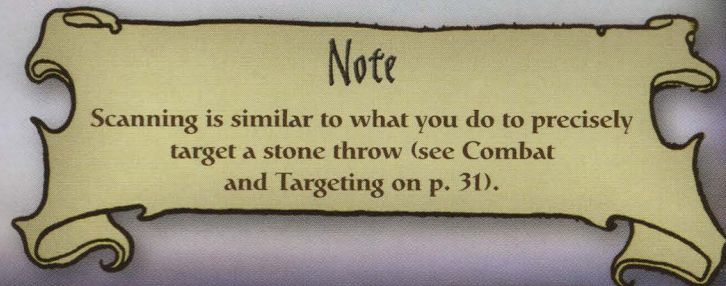
## SELECTING WEAPONS/ITEMS

To quickly equip Bilbo with either his Walking-stick (▶), Sting (▲), or Throwing Stones (◀), press the +Control Pad in the appropriate direction. As an alternate, cycle through his weapons by pressing the **X** Button. You can have Bilbo drink a Health Potion by pressing (▼) on the +Control Pad.

## CAMERA MOVEMENT

To move the camera position independent of, and relative to, Bilbo:

1. Press the C Stick in any direction. The camera can be rotated 360 degrees around Bilbo, and from ground level to almost directly overhead.
2. To scan your surroundings from the eyes of Bilbo, press the **R** Button, and then press the Control Stick to scan the environment. Tap the **R** Button again to move the camera back to third-person view.



# Weapons

Of course, Bilbo's best weapon is his courage. But a few additional tools couldn't hurt.

## WALKING-STICK



Bilbo's Walking-stick is the weapon he begins with. Though it appears simple, the Walking-stick has a wide variety of uses and is his most versatile weapon. It has a much greater reach than Sting and can be used to pole jump as well.

**SWIPE ATTACK.** Swipe Attacks are where the Walking-stick strikes directly in front of Bilbo.

**JUMP ATTACK.** This is the two-handed overhead attack. The Jump causes greater damage than the Swipe Attack and causes enemies to be knocked backward. The upgraded version of this attack affects an area of proximity. This attack can only be employed when the Weapon Meter is fully reloaded. See *The Game Screen* on p. 13 for details.

**POLE JUMP.** Bilbo uses the Walking-stick to leap greater distances than he can on his own. To pole jump, Bilbo must be running with the Walking-stick equipped. Bilbo does not leap any higher than he normally would, but he jumps about twice as far. While running, press the L Button then press the A Button.



## STING (SWORD)



Bilbo must first locate Sting before he can use it. Sting is an Elvish blade that was made for the Goblin Wars. While it may not have the same reputation as Gandalf's sword, Glamdring, Sting is quite a worthy short sword for a Hobbit.

Though it does have non-combat uses, Sting is Bilbo's main combat weapon. Over time there are a variety of combat maneuvers available to Bilbo while he is using Sting that cause greater damage than his Walking-stick.

Like his Walking-stick, Bilbo can use Sting for Swipe Attacks and Jump Attacks. The only difference is that Sting Jump Attacks must be employed to smash shields, and upgrades to the Jump Attack do not have area-of-effect damage like the Walking-stick.

Bilbo also uses Sting to cut spider webbing, although he cannot use his sword to cut the full webs of the Giant Spiders. These webs are too large and thick for his sword to sever.

Sting's most useful feature is its pale, blue glow. Use Sting to guide your way through the darker areas of Middle-earth.



## THROWING STONES



Throwing Stones are useful in a number of ways. Use them as weapons or to smash objects that Bilbo cannot reach. They are used in non-targeted attacks, as well as first-person attacks for precise aiming (see *Combat and Targeting* on p. 31).

Use the various pickups found throughout the game to imbue the Throwing Stones with special effects. These effects include freezing and fire and only last for a brief period. Use them while you can.

## Items

In addition to the weapons described in the previous section, Bilbo encounters many other items that appear on and around the paths he travels. Some he picks up and uses immediately (In-World items). Others he stashes away to use at his command (Inventory items).

## INVENTORY ITEMS

Items kept in Bilbo's inventory are used at his discretion. Some are accessed via the Inventory screen while in the Pause Menu (see *Inventory Screen* on p. 22).

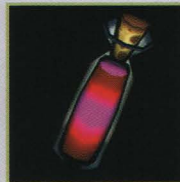


## ANTIDOTE POTIONS



These are used to cure poison. One dose cures Bilbo of all poison.

## HEALTH POTIONS



These restore Bilbo's health and can be consumed on the fly, if available, by pressing ▼ on the +Control Pad.

## MEDICINE CHEST



There are three Health pickups in this chest, which can be upgraded to hold more supplies. Each upgrade increases the storage capacity of the Medicine Chest, as follows:

Health Items	Start	Upgrade 1	Upgrade 2
Antidote Potion	5	10	15
Health Potion	5	10	15
Waters of Vigour	1	2	3



## QUEST OBJECTS

Certain Quests assign objects that must be found in order to fulfill the Quest. They are designed only for use in the current Chapter and are dropped at the end of the Chapter.





### ROCK BAG

Bilbo carries his Throwing Stones in this bag. There are a limited number of Stones that he can carry at one time, but upgrades increase this capacity, as follows:

Start	Upgrade 1	Upgrade 2
10 Stones	20 Stones	30 Stones



### SILVER PENNIES

These are found throughout the Chapters, usually inside chests. They are used for scoring in the Chapter and for spending with the Vendor at the end of each Chapter.



### SKELETON KEYS

Use these special keys to unlock chests that contain money or other secrets. These can only be used from the lock-picking screen (see *Picking Locks* on p. 15).



### THE RING

This is the Ring that Bilbo wears to make himself invisible (see *Stealth Movement* on p. 30).



### THROWING STONES

These are the standard rocks thrown by Bilbo. They can be imbued with freezing and fire effects that are picked up around the different levels (see *Throwing Stones* on p. 38).



### WATERS OF VIGOUR

This orange potion imbues Bilbo with temporary extra strength and complete healing. Waters of Vigour give Bilbo up to 10 purple Health Bubbles that absorb all incoming damage until exhausted and prevent any additional poisoning.

## IN-WORLD ITEMS

In-World items are not inventoried, but are used or consumed immediately by Bilbo.



### COURAGE POINTS

These little gems are everywhere for Bilbo to pick up. The more he collects, the more resilient his health becomes. His enhanced health is permanent and carries over to subsequent Chapters.

## բի բանտրինա բար



### MUSHROOMS

These are the edible kind and they recharge Bilbo's health meter.



### WATERS OF FORTITUDE

Waters of Fortitude adds a new bubble to Bilbo's health meter.

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