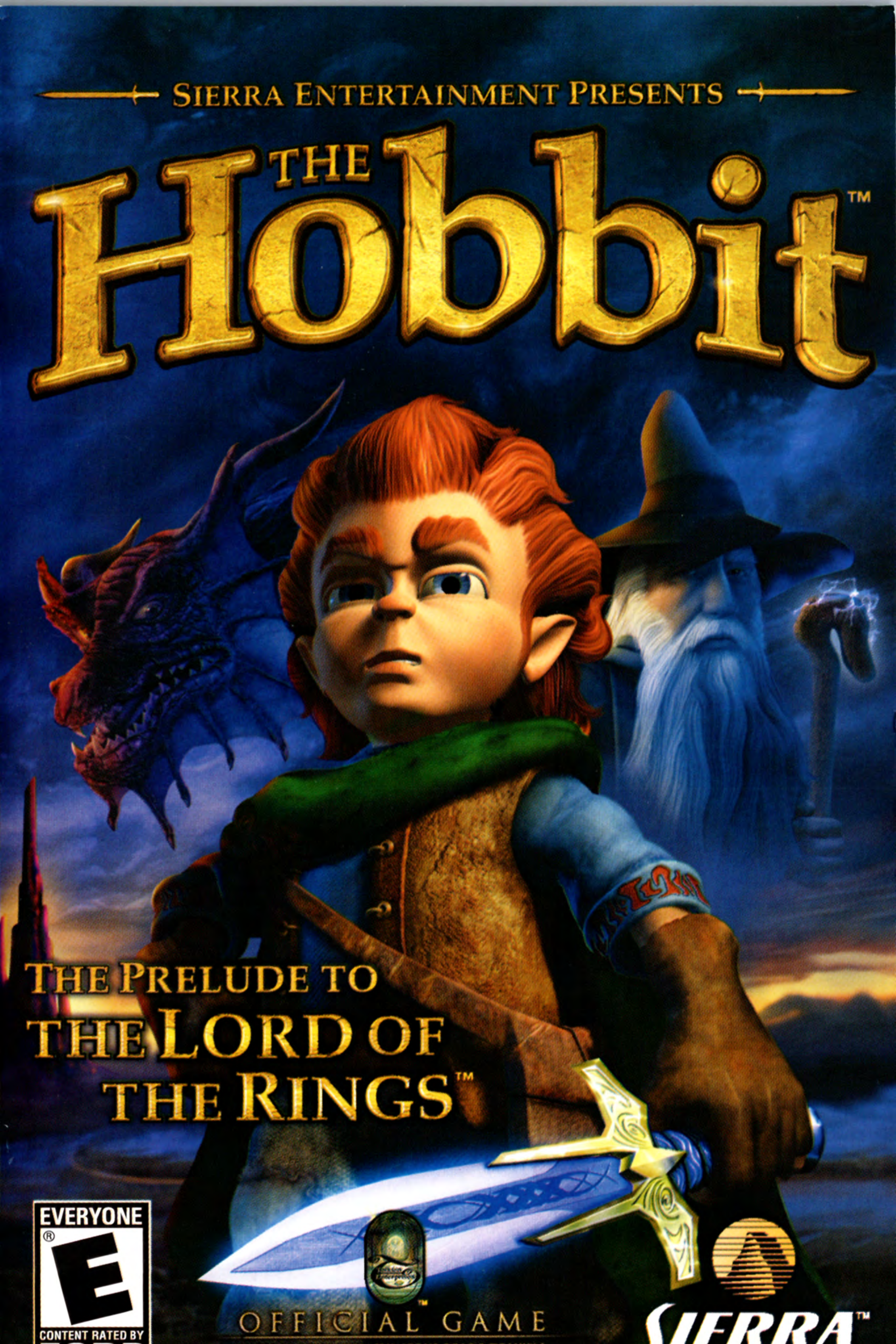
SIERRA ENTERTAINMENT PRESENTS

THE Hobbit™



THE PRELUDE TO
THE LORD OF THE RINGS™

EVERYONE
E
CONTENT RATED BY ESRB

OFFICIAL GAME
BASED ON THE LITERARY WORKS OF J.R.R TOLKIEN

SIERRA™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liqVUGds.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SIERRA ENTERTAINMENT PRESENTS

THE Hobbit™

THE PRELUDE TO THE LORD OF THE RINGS ™

PLAYSTATION® 2 MANUAL

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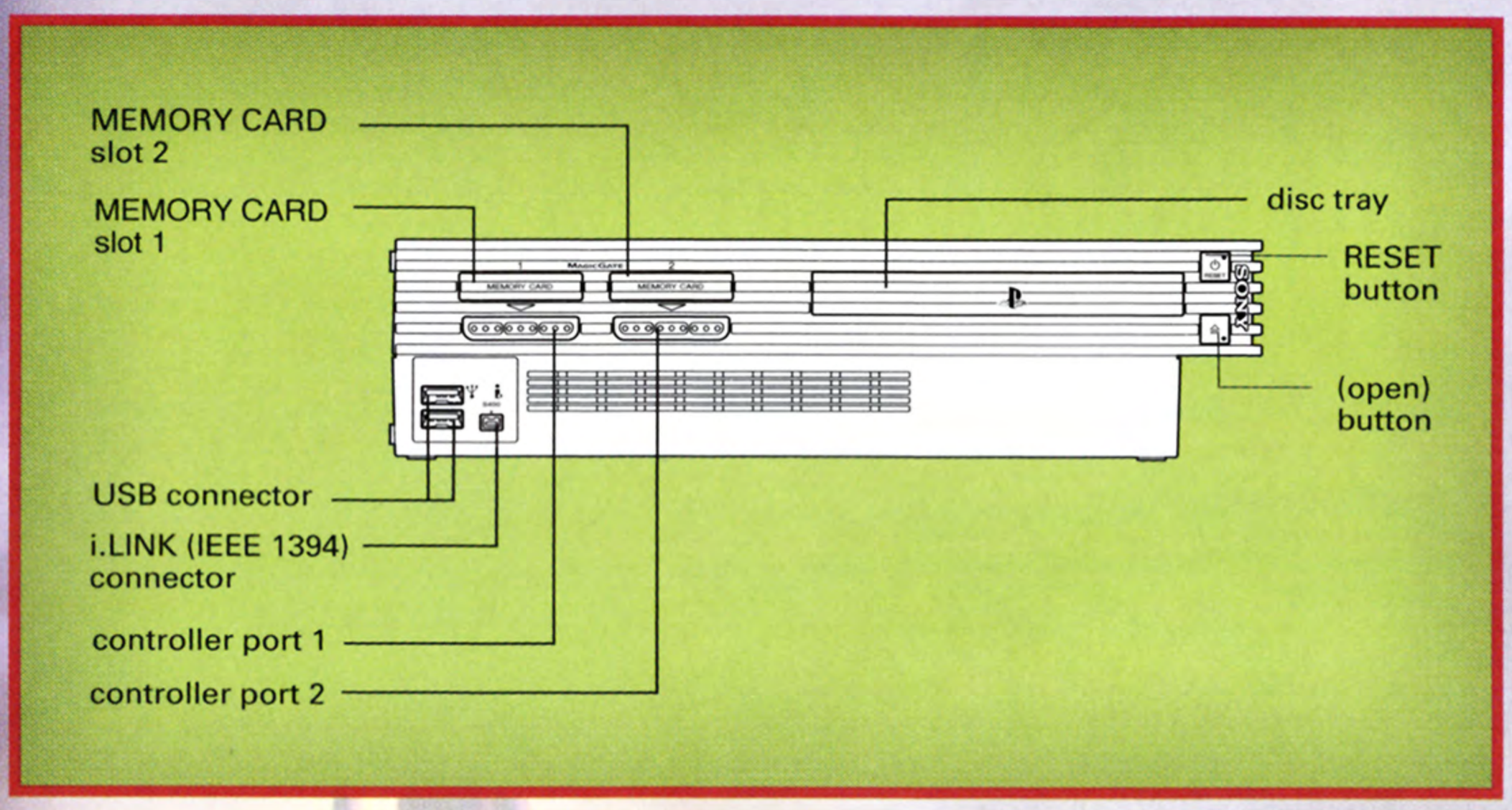
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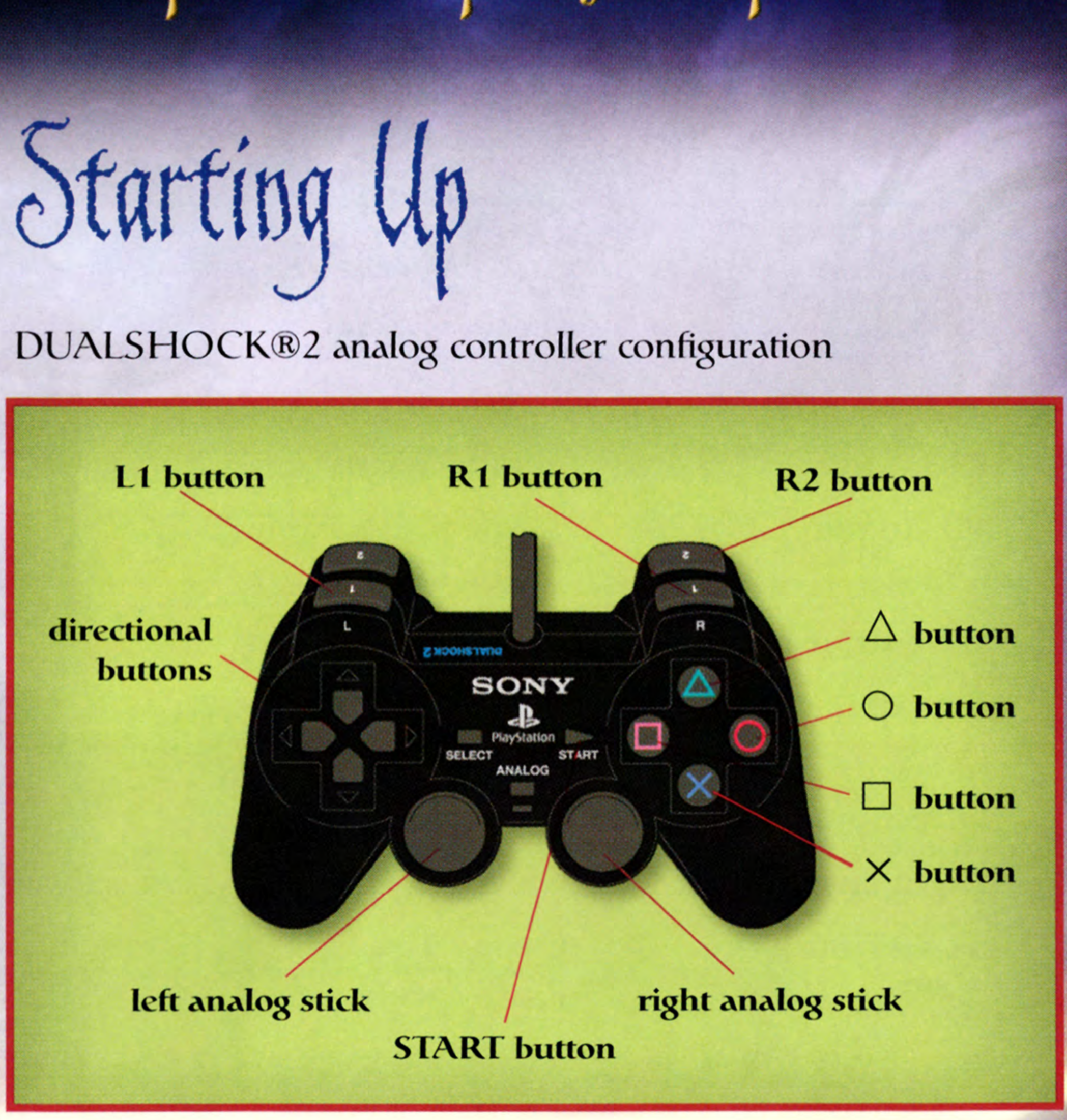
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the (open) button and the disc tray will open. Place *The Hobbit* disc on the disc tray with the label side facing up. Press the (open) button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Starting Up

DUALSHOCK®2 analog controller configuration



MENU CONTROLS

Left analog stick	Highlight item, move cursor
X button	Select item, advance to next screen
□ button	Cancel, return to previous screen
L1 button	Cycle Pause Menu screens
R1 button	Cycle Pause Menu screens
START button	Open/Close Pause Menu

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GAME CONTROLS

X button	Jump/Rotate Object/Select
□ button	Attack/Activate/Grab
○ button	Cycle weapons
△ button	Target lock
L1 button	Sneak/Crouch
R1 button	Toggle first-person mode/ Reticle mode
R2 button	Equip/Unequip Ring
Left analog stick	Move Bilbo/Move objects (after pressing the □ button)
Directional buttons	Cycle weapons
Right analog stick	Move camera
START button	Open/Close Pause Menu



MEMORY CARD

To save or load your game in progress, a memory card (8MB) (for PlayStation®2) is required. Insert the memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 (MEMORY CARD slot 2 is not used) of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the same card, or from any memory card containing previously saved *The Hobbit* games.

Note

The Hobbit uses 374 KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving or loading games or after the power has been turned ON.



Introduction

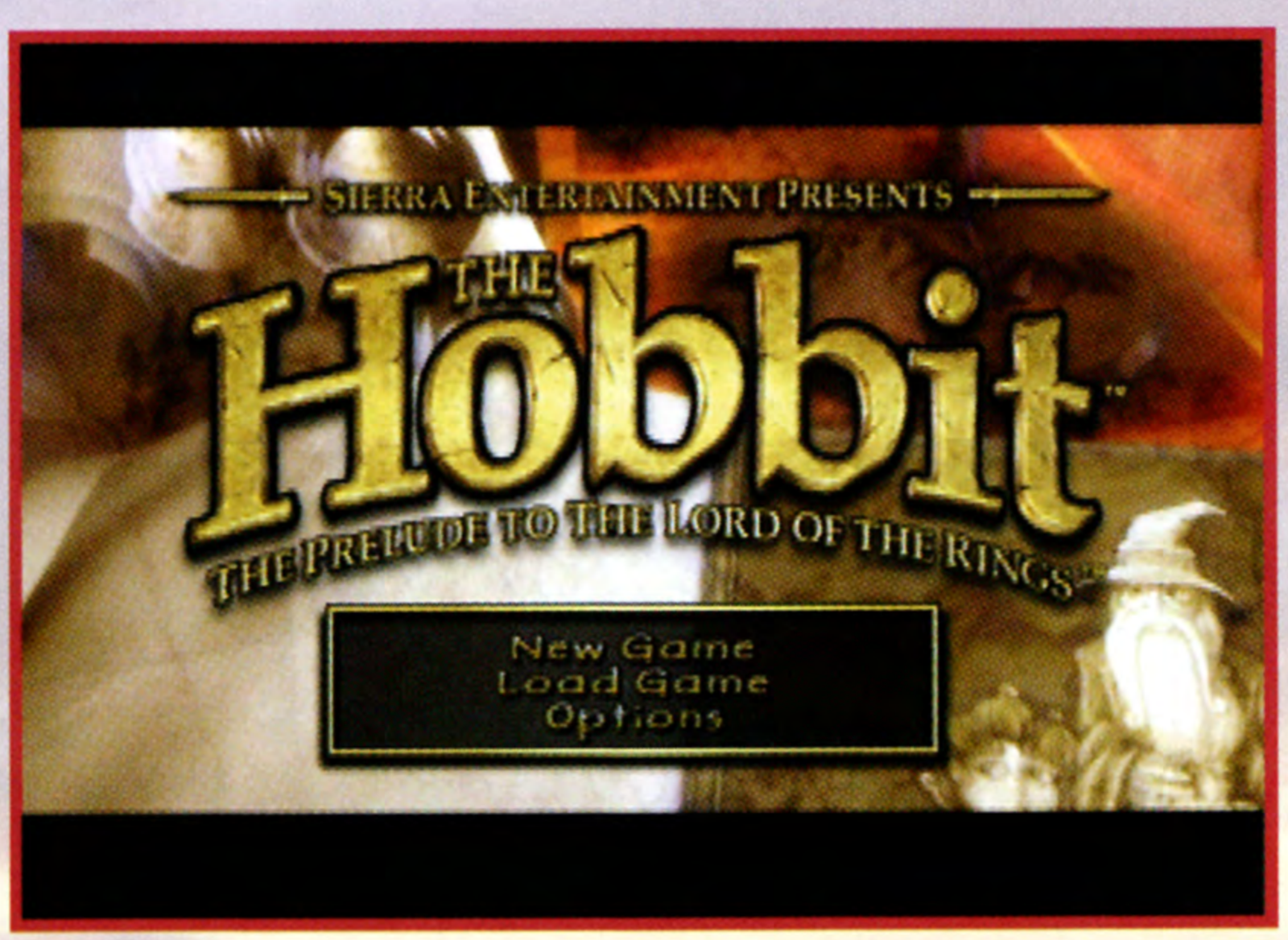
Gandalf the Wizard has always said that there is much more to the little Hobbit, Bilbo Baggins, than meets the eye. You're about to prove him right, for you are about to put yourself in the shoes of Bilbo himself. That is—if he wore shoes on those leathery soles of his.

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.

Main Menu

The Main Menu is the first screen you see after you press the START button 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

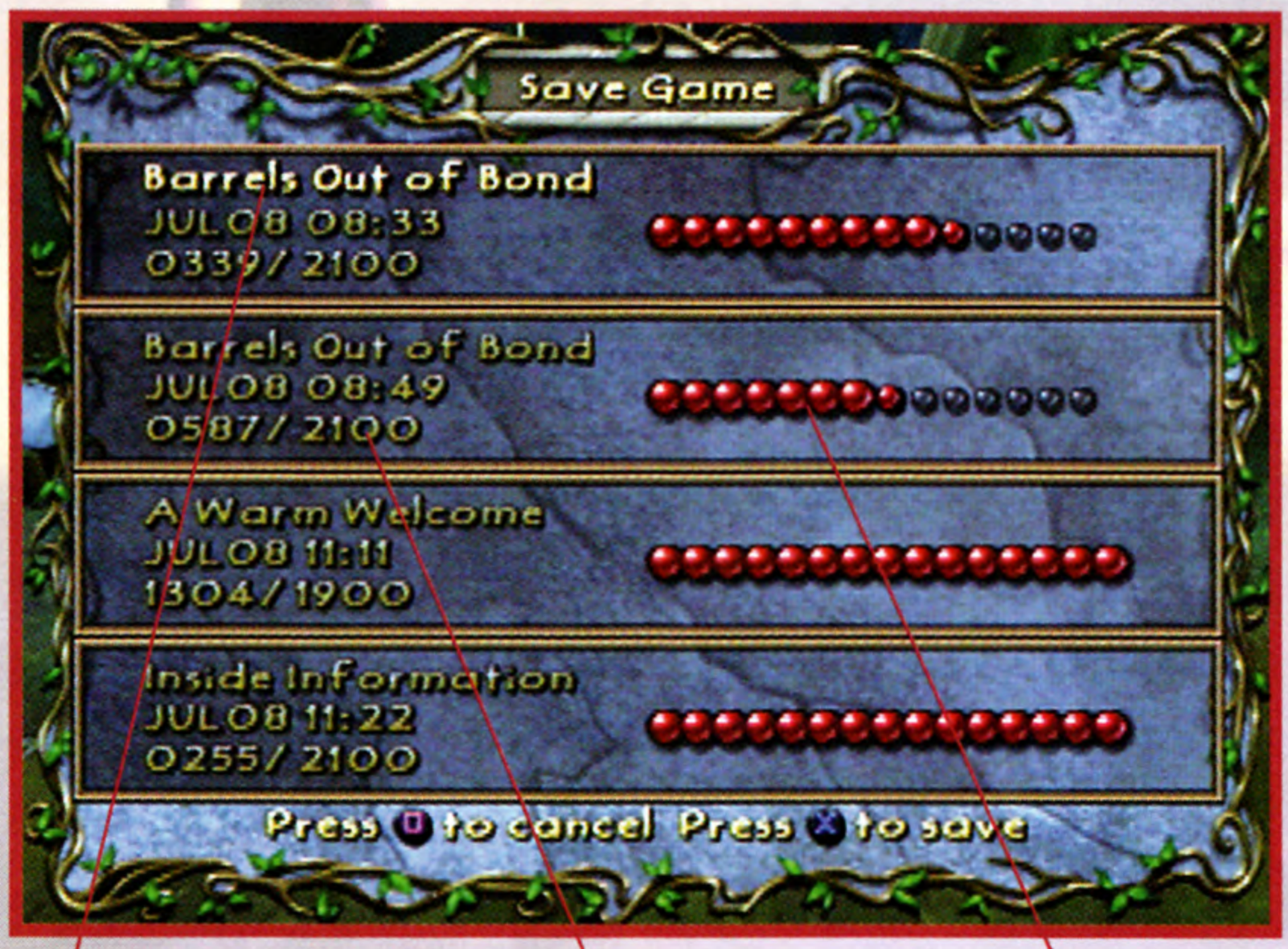
Select NEW GAME from the Main Menu to create a new Hobbit adventure. Press the left analog stick up/down to highlight NEW GAME, and then press the **X** button to launch a game.

Note

A PlayStation®2 memory card (8MB) (for PlayStation®2), with at least 374KB available, must be inserted into MEMORY CARD slot 1 in order to save games. See Saving Games on p. 17 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

Time/Date Stamp

Current Health Status

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To load a game:

1. Press the left analog stick up/down to highlight LOAD GAME, and then press the **X** button to see a list of saved games.

2. Press the left analog stick up/down to highlight the game you wish to load, and then press the **X** button to launch it.

Note

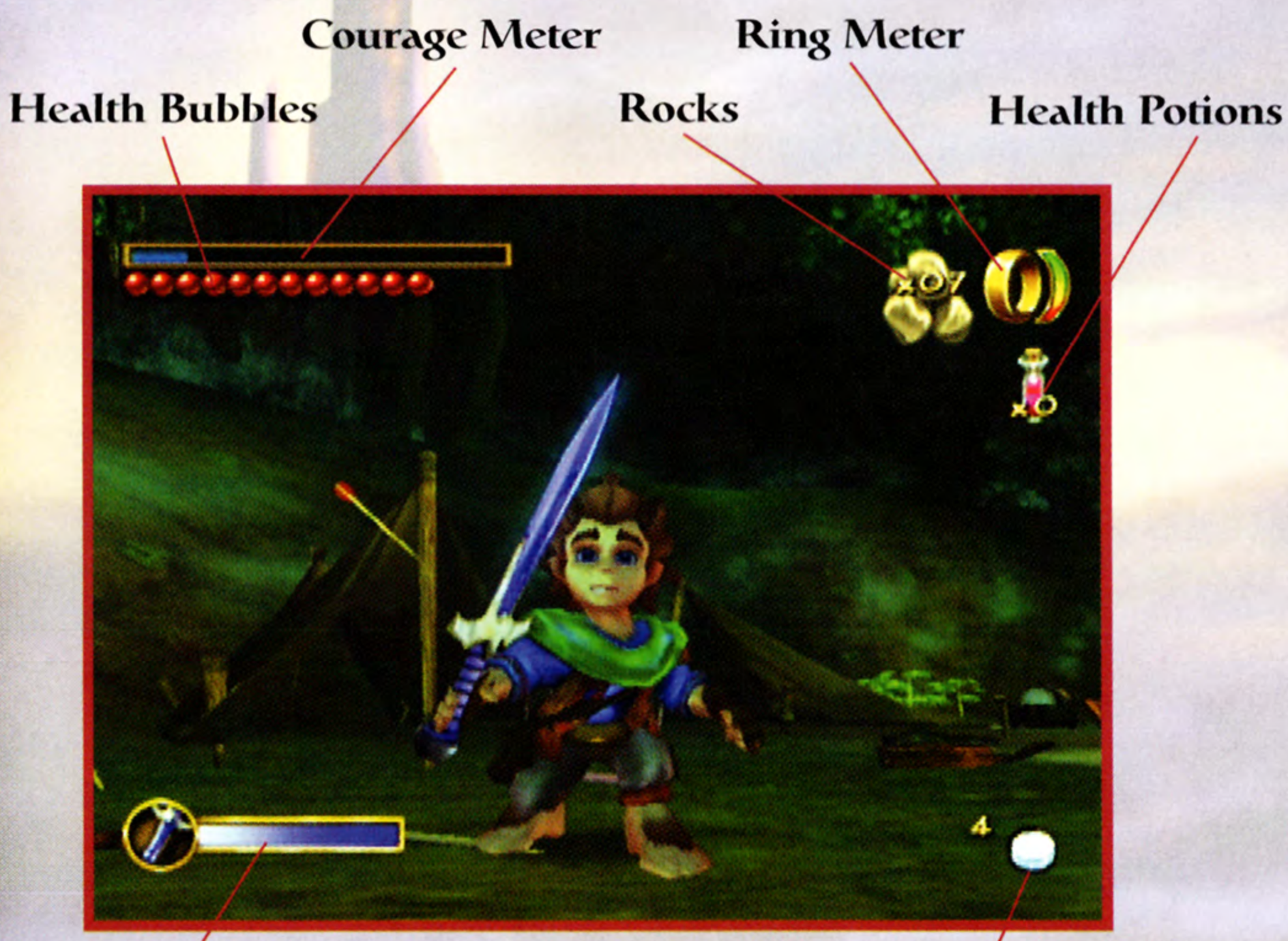
Never insert or remove a memory card (8MB) (for PlayStation®2) when loading files.



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



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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. 37).

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. 15).

WEAPON METER. Both Sting (Bilbo's sword) and the Walking-stick have different modes of attack (see *Trained Attacks* on p. 31 or *Weapons* on p. 35). 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.

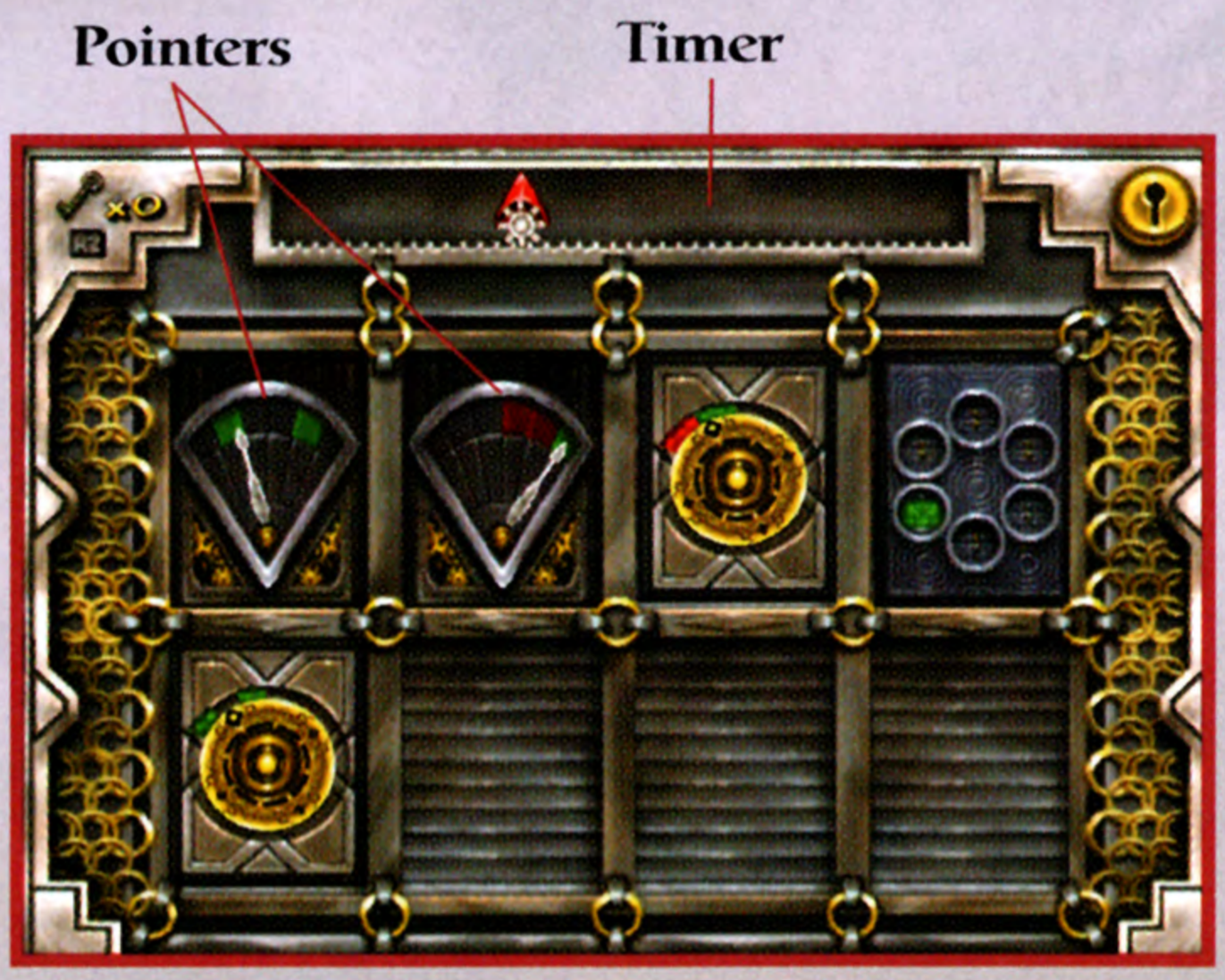
To have Bilbo respond to an interaction icon, press the □ button once the icon appears. Be patient…sometimes an interaction takes a moment to develop.



Press the □ 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 □ 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 **X** 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 R2 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. 31).

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 of these figures is compared to the total possible in the Chapter.

Press the **X** 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. Move the left analog stick to highlight an item and display its description at the bottom of the screen.

2. Press the **X** button to select the item.

3. Move the left analog stick to highlight YES and press the **X** button to purchase the item.

4. Press the □ button to move onto the next Chapter.

SAVE PEDESTALS AND SAVING GAMES



Press the □ 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.

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To save using a Save Pedestal:

1. Approach a pedestal and press the □ button to save in the middle of a level. The Save Game screen appears.

2. On the Save Game screen, press the left analog stick up/down to highlight a save game slot, and then press the **X** 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.

Never insert or remove a memory card (8MB) (for PlayStation®2) when saving files. A PlayStation®2 memory card (8MB) (for PlayStation®2), with at least 374KB available, must be inserted into MEMORY CARD slot 1 in order to save games. The system will check to see if a qualified memory card is inserted.

Pause Menu

The Pause Menu is displayed any time you press the START button 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. 23).

To scroll between screens in the Pause Menu:

1. Press the **L1** or **R1** buttons to move between screens.

2. Press the left analog stick to highlight an item, and then press the **X** 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 left analog 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 left analog stick left/right to highlight the potion, and then pressing the **X** 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. The bottom section of the page contains the highlighted Quest description.

To view a particular Quest, press the left analog stick up/down to scroll through the list of Quests.

View Quest Items from this screen by pressing the **R2** button. Press the **R2** button again to return to this screen.

Applying a Quest Item



Throughout his adventure, Bilbo collects items that must be used to fulfill his assigned Quests. Certain characters or objects require these objects of him. When this is the case, the Quest Item display appears at the bottom of the screen as Bilbo tries to interact with that character or object.

To use a Quest Item:

1. Press the directional buttons to scroll through the Quest Item list.

2. Press the **X** button to apply the highlighted Quest Item or press the □ button to cancel.

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SUMMARY



This screen displays Bilbo's progress through the current Chapter. For details on the Summary screen, see *Ending a Chapter* on p. 15.

OPTIONS

The Options screen allows you to customize the game in several ways to get the most out of your Hobbit adventures. Customize the settings for Audio, Video, Camera and controls. You can also exit the current game or load a previously-saved game from the Options screen.

To select any option, press the left analog stick up/down to highlight it, and then press the **X** button.



Exit

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

Press the left analog stick to highlight your choice, and then press the **X** button to proceed.

Audio/Video

There are three audio settings and one video setting that you can configure from the Options screen: music, sound effects, voice volume, 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.

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

To change any setting:

1. Press the left analog stick up/down to highlight it, and then press the left analog stick left/right to adjust it. The exception here is that you toggle the Subtitles ON or OFF by pressing the **X** button.

2. After completing your audio/video selections, press the left analog stick down to highlight ACCEPT. Press the **X** button to accept your choices and return to the Options screen.

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.

VIBRATION. Toggle this ON/OFF to change the vibration feature of your analog controller (DUALSHOCK®2).

To change any setting:

1. Press the left analog stick up/down to highlight it, and then press the **X** button to toggle it on or off.

2. After completing your camera selections, press the left analog stick down to highlight ACCEPT. Press the **X** button to accept your choices and return to the Options screen.

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 left analog stick up/down to highlight LOAD GAME, and then press the **X** button to see a list of saved games.

2. Press the left analog stick up/down to highlight the game you wish to load, and then press the **X** button to launch it. You can also press the □ button to exit and return to the Options screen.

Note

Never insert or remove a memory card (8MB) (for Playstation®2) when loading files.

Advanced Game Controls

MOVEMENT

Moving Bilbo is easy, especially when he's motivated by a charging Warg. Use the left analog 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 moving the right analog stick.

RUNNING. Bilbo's default movement is running. If you press the **X** button while running, he jumps in that direction. If you press and hold the **L1** button while running, Bilbo instead sneaks around quietly. While standing still, press the **L1** button to cause Bilbo to crouch, and press the **X** button to cause him to jump in place.

CLIMBING/SLIDING. Bilbo climbs and descends vines and ladders by moving the left analog stick up or down. 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 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 ○ button. Then get a running start. When you near the jumping point, hold the **L1** button to ready your Walking-stick and then quickly press the **X** 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 left analog stick in the jumping direction while pressing the **X** button to vine jump. You can also press the □ 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 activate the Ring press the **R2** 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 □ button to attack.
2. Switch weapons by pressing the ○ 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 △ button. The yellow cone changes to red.

2. Press the △ button a second time to release the target.

To defend an attack while targeted on an opponent, move the left analog stick down.

First-Person Targeting

Bilbo can precisely target an opponent for throwing Stones.

1. Press the **R1** 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 left analog stick to adjust Bilbo's aim.
3. Press the □ button to throw Stones.
4. Press the **R1** 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 achieved only by discovering special scrolls that are hidden throughout the Chapters (see *Training and Scrolls* on p. 14). 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 **X** button to jump, and then press the □ button while in midair.

To employ a Chained Attack, press the □ button rapidly to string together two or more attacks.

To employ a Spin Attack, press and hold the □ button to charge the Spin Attack. Release the □ button to attack.

Visit the Inventory screen to see the types of upgrades that are available for each weapon (see *Inventory Screen* on p. 19).

OBJECT INTERACTION

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

1. Press the □ 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 □ button.

3. Walk up to friendly characters and press the □ 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 □ button. Once he grabs the object, use the left analog 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 **X** button to flip it.

SELECTING WEAPONS/ITEMS

To quickly equip Bilbo with either his Walking-stick (right), Sting (up), or Throwing Stones (left), press the appropriate directional button. As an alternate, cycle through his weapons by pressing the ○ button. You can have Bilbo drink a Health Potion by pressing the down directional button.

CAMERA MOVEMENT

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

1. Press the right analog 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 **R1** button, and then press the left analog stick to scan the environment. Tap the **R1** button again to move the camera back to third-person view.

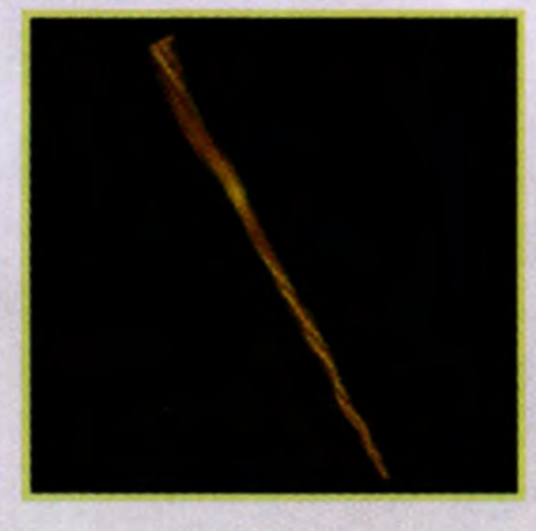
Note

Scanning is similar to what you do to precisely target a stone throw (see Combat and Targeting on p. 29).



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. 10 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 **L1** button, and then press the **X** button.

SMASH OBJECTS. Some objects within the game world are fragile enough to be shattered by Bilbo's Walking-stick, his trusty sword, Sting, or by Throwing Stones. To smash objects, Bilbo performs a regular Swipe Attack.

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. 29).

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. They are accessed via the Inventory screen while in the Pause Menu (see *Inventory Screen* on p. 19).



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 the down directional button.



MEDICINE CHEST

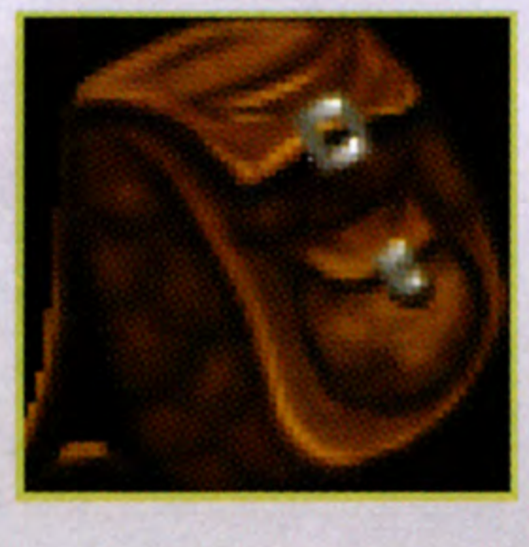
There are three health pickups that are grouped together in this chest, which can be upgraded to hold more supplies. Each upgrade increases the storage capacity of the Medicine Chest, as follows:

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. 13).

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THE RING

This is the Ring that Bilbo wears to make himself invisible (see *Stealth Movement* on p. 29).



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. 37).



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.

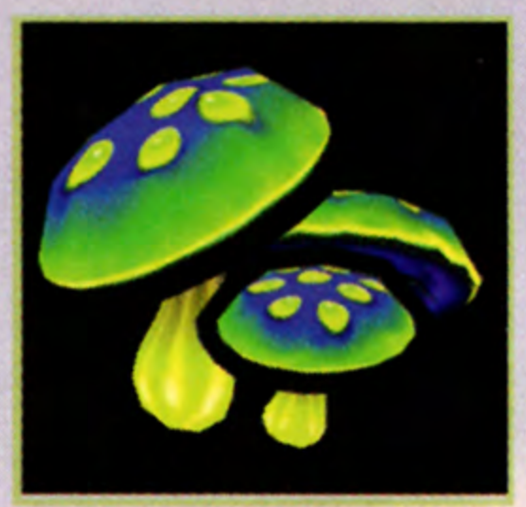
IN-WORLD ITEMS

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



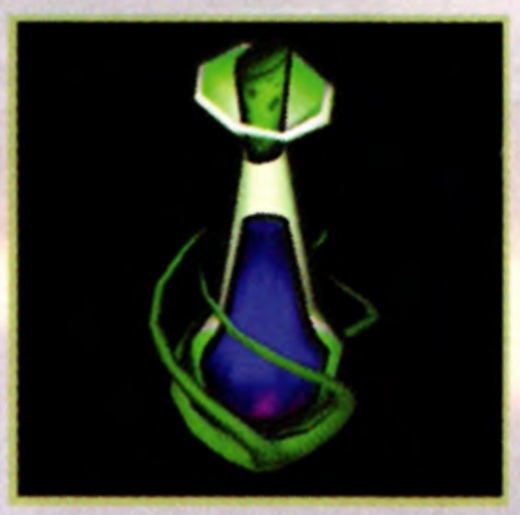
COURAGE POINTS

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.



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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Technical Support
4247 South Minnewawa Avenue
Fresno, CA 93725

Main: (310) 649-8033
Monday–Friday, 8:00 A.M. to 4:45 P.M. PST
Fax: (310) 258-0755
http://support.vugames.com

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Developed by Inevitable Entertainment Inc.

CREDITS

Inevitable Entertainment, Inc.

PRODUCTION

Executive Producer
Jaime Grieves

DESIGN

Creative Director
Chuck Lupher

Game and System Design
Artie Rogers, Bey Bickerton, Brandon Paul Salinas, Chuck Lupher, Rand Van Fossen, Rhea Shelley

Level Designers
Artie Rogers
Brandon Paul Salinas
Rand Van Fossen
Rhea Shelley

ART

Art Director
Michael Fong

Level Artists:
Michael McClelland
Paul Haskins
Greg Omelchuck
Luke Gustafson
Carrie Meade

Character Modeling
Brad Marques
Jesse Slate
Tom Heimann
Michael Fong

Character Animation
Jesse Slate, Tom Heimann, Martin L'Heureux, Brad Marques, Shane Tarrant, Michael Fong

Front End and HUD
Carrie Meade
Jeremy Howa

Pageturn Cinemas
Michael Fong
Carrie Meade

Special Effects Artist
Martin Coven

Additional Character Support
Carrie Meade
Greg Omelchuck
Michael McClelland



Additional Level Support
Trevor Lemoine
Jesse Slate

Technical Art Support
John Versluis
Martin Coven

PROGRAMMING

Technical Director
Andy Thyssen

World, Weather and Characters
Stevan Hird

Special Effects
Mike Reed
Andrew Yount

Front End and HUD
Jeremy Howa

Bilbo
Waylon Calabrese

Camera
Andrew Yount

Puzzles
Alex Cheng
David Russell
Andrew Yount

AI System Architect
Jason Franklin

Additional AI
Michael Kupka
Paul Masters

AUDIO

Audio Director
Marc Schaefgen

Audio Engineering
Audio Streaming and Effects
Rob Brannon

Music Logic
Michael Kupka

Environmental Effects
Alex Cheng
Andrew Yount

Additional Tools and Technology
Alex Cheng, David Russell,
Mike Reed, Jason Franklin,
Rob Brannon, Andrew Yount

VOICEOVERS

Voiceover Director
Lisa Riznikove

Script-writer
Brandon Paul Salinas

Script Doctor
John Mann

VOICE TALENT

Bilbo
Michael Beatie

Narrator
Tom Kane

Gandalf
Jim Ward

Thorin
Clive Revill

Smaug
James Horan

Gollum
Daran Norris

Other Voice Talent
Alister Duncan, Andre Sogliuzzo,
Andrew Abelson, Brian George,
Cam Clarke, Candi Milo, Clive Revill,
Daran Norris, Dee Baker, Grey
Delisle
James Horan, James Arnold Taylor,
Jane Singer, Jennifer Hale, Jim Ward,
Joshua Seth, Kat Cressida, Kath
Soucie,
Michael Ensign, Michael Gough,
Nathan Carlson, Oliver Muirhead,
Pat Pinney, Rob Dean,
Robin Atkin Downes, Steve Staley,
Tom Kane, Victor Raider-Wexler,
Wally Wingert

Dialogue Editing and Processing
Mike Caviezel

Dialogue Recorded by
Sonic Pool

MUSIC

Composition
Rod Abernethy
Dave Adams

Orchestral Music
Orchestration and Orchestra
Conducted by Jason Graves

Concert Master and Orchestra Contractor
Simon James

Orchestra
Northwest Sinfonia

Orchestra Recording Engineer
Reed Rudy

Orchestra Recording Studio
Studio X

Acoustic Music
Acoustic Music Recording Studio
Rednote Audio

Guitar
Rod Abernethy

Solo Woodwinds
Dude X

Ambient Music
Marc Schaefgen

Dolby Consultant
Kristoffer Larson

SOUND DESIGN

In Game
Berkeley Sound Artists,
James LeBrecht, Matthew Spiro,
Benjamin Frost, Kush Arora,
Marc Schaefgen, Mike Caviezel,
Dylan Hunt

Weapon Foley recorded at
Fantasy Studios

Foley Artist
Marnie Moore

Rendered Cinematics
Rod Abernethy
Dave Adams

ADDITIONAL PROGRAMMING

Brian Watson
John Nagle
Michael Traub
Tomas Arce
Adam Hunter

ADDITIONAL DESIGN

Rafael Brown
Bobby Pavlock
Jim Richardson

QUALITY ASSURANCE

QA Manager
Todd Raffray

QA Engineers
Kent Raffray
Mark Richards

STUDIO OPERATIONS

Chief Executive Officer
Russell Byrd

Chief Creative Officer
Bey Bickerton

Chief Technical Officer
Craig Galley

Chief Art Officer
Cyrus Lum

Chief Financial Officer
Judy Stubbington

SPECIAL THANKS TO

Billy Cain, Renee Higgs, Billy Spears,
Chad Cavitt, Jason Kane, Lisa Risnikove,
Mike Cavieziel, Kristine Bryan,
Mitch Soule, Fiona Wilson,
Jack Buser–Dolby Labs,
Chance Thomas–HUGEsound,
Alex Tosspin, Sound Dogs,

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Sierra Entertainment, Inc. (a.k.a. Vivendi Universal Games Northwest)

STUDIO OPS

VP Development Studio
Kelly Zmak

Development Operations and Production Manager
Julie Pitt

Sr. Administrative Assistant
Shari Lindholm

PRODUCTION

Executive Producer
Ken Embery

Senior Producer
Troy Skinner

Associate Producer
Bernadette Pryor

Tolkien Approvals Coordinator
Kris Bryan

MARKETING

Director of Marketing, VUG
Charles Holtzclaw

Brand Manager, VUG
Steve Beinner

International Brand Marketing, Europe
Quentin Gauthier

International Brand Marketing, Asia Pacific
Chloë Rothwell

PUBLIC RELATIONS

Senior PR Manager, VUG
Adam Kahn

CINEMATICS PRODUCTION

CGI Cinematic Director
Jim Carey

CGI Cinematic Producer
Glenn Oliver

CGI Development Teams
Meteor Studios; Montreal, Canada
Belyea Animation & Visual Effects Studio; Vancouver, Canada
Lost Boys Studios; Vancouver, Canada

AUDIO

Dialog Editor /Sound Designer
Mike Caviezel

VUG LEGAL

Chief Legal Counsel
Eric Roeder, Esq.

Legal Counsel
James Shaw, Esq.
Tracy Gibbs, Esq.

Paralegal
Pam Teller

Anti-Piracy
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Sacha Tarrant

QUALITY ASSURANCE

QA Director
Gary Stevens

QA Supervisor
Ken Eaton

QA Leads
Alex Jacobs
Beth Skoczen
Doug Quackenbush
Tharlie Richardson

QA Assistant Leads
Jason Furler
Katrina Quan
Ryan Condon

QA Testers
Ben Saurer, Bryan Wilkinson, Chad Foltz, Conan Chamberlain, Corey Stelton, Dave Carter, Dayna Smith, Dong Yi, Jeff Marcin, Jon Pulling, Kristine Bryan, Lee Thorson, Lester Stocker Marc Nagel, Niko Simonson, Richard Hager, Suzanne Ford

Vivendi Universal Games, Inc.

PRODUCTION

Executive VP Worldwide Development
Jim Wilson

Senior Producer
Scott Cuthbertson

TOLKIEN FRANCHISE DIRECTORS

Creative Director
Daniel Greenberg

Art Director
John Slowsky

Music Director
Chance Thomas

TOLKIEN ENTERPRISES

Director of Licensing
Laurie Battle

LOCALIZATION

Localization Producer, Europe
Fiona Wilson

Localization Producer, Asia-Pacific
Siobhan Wallace

VERY SPECIAL THANKS

Cliff Broadway, Dylan Bromley, Matthew From, Rob Irving, David O'Conner, Nancy Rinehart, Andrew Shiozaki, Dan Smith

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Justin Brandstater

THE HOBBIT MANUAL

Lambo Creative
Kevin Lamb, Writing
Kim McGovern, Design

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