The Shadows of Mordor

The Shadows of Mordor

Book IV of *The Two Towers*
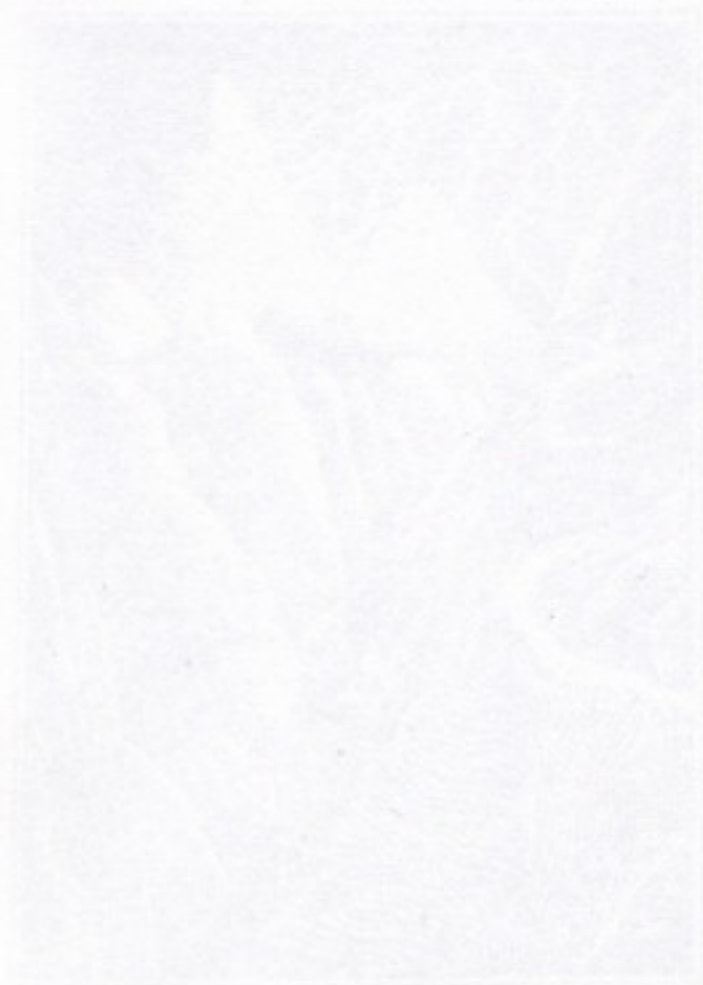
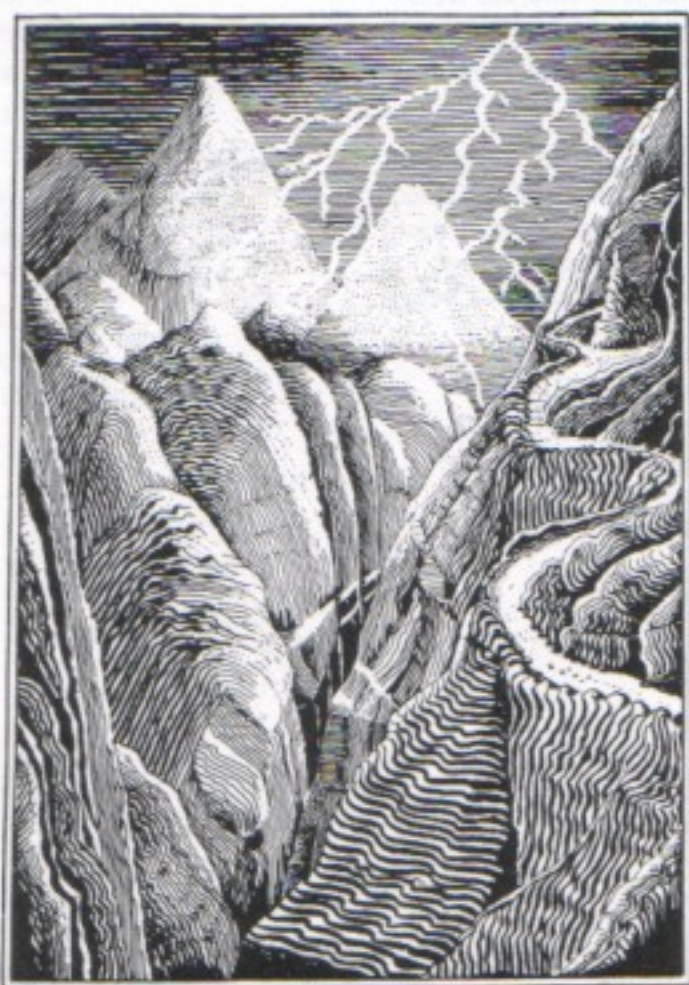# The Shadows of Mordor

Guide to Middle-earth

Software Licensing
& Marketing Ltd.

The *Shadows of Mordor Software Adventure* is published jointly in the United States by Addison-Wesley Publishing Company, Inc., Reading, Massachusetts, U.S.A., and Software Licensing & Marketing, Ltd., South Melbourne, Australia.

Package design by Copenhaver Cumpston. Documentation design by Douglass Scott. Reference card illustration by Ruth Linstromberg. Calligraphy by Walter Matherly. Screen photography by Bruce Anderson. Cover illustration by Bob Giulani/Asciutto Art Representatives, Inc.

The *Shadows of Mordor* software program was a major effort by the programming team at Beam Software. The project took over twelve months to complete.

Project Coordination	John Haward
	Philip Mitchell
Story Line Development	Paul Kidd
Programming	Norton Truter
	LynC
Machine Conversion	Bill Macintosh
	Don Havelberg
	Peter Baron
Artwork	Russell Comte
	David O'Callaghan
	Dominic Lux

Contents

Software Warranty and Replacement Policy

Addison-Wesley warrants the enclosed diskette on which the program is recorded to be free of defects in materials and faulty workmanship under normal use for a period of 90 days from the date of purchase. If a defect is discovered in the diskette during this warranty period, a replacement diskette can be obtained at no charge by sending the defective diskette, postage prepaid, with proof of purchase, to:

Addison-Wesley Publishing Company, Inc.
Consumer Software Support
Route 128
Reading, MA 01867

After the 90-day period, a replacement will be sent upon receipt of the defective diskette and a check or money order for $10.00 in U.S. dollars, payable to Addison-Wesley Publishing Company.

Addison-Wesley makes no other warranty or representation, either expressed or implied, with respect to this program, its quality, performance, merchantability, or fitness for a particular purpose. In no event will Addison-Wesley, its distributors, or dealers be liable for direct, indirect, special, incidental, or consequential damages arising out of the use or inability to use the software or documentation.

The exclusion of implied warranties is not permitted in some states. Therefore, the above exclusion may not apply to you. This warranty provides you with specific legal rights. There may be other rights that you may have which vary from state to state.

Registration Card

A registration card is enclosed in this package. Please fill it out completely and legibly and mail it to Addison-Wesley as soon as possible so that we may notify you of any updates or new programs of interest.

Software Compatibility Statement

This software product and the accompanying instructional and print materials have been developed for use on the machines and with the configurations that are printed on the package, and as they were readily available for testing and development prior to publication. The responsibility for the functionality of the program on any machine or with any configuration not expressly printed on the package, as well as the functionality on "standard" machines or configurations not readily available for purchase prior to the publication of this program, is fully assumed by the user.

From time to time, Addison-Wesley will collect and compile available information as to the compatibility of this program on machines and with configurations other than those printed on the package. The user may receive this information by sending a self-addressed, stamped envelope and mention of the program title and machine version in question to the address above.

Copy Protection

The *Shadows of Mordor Software Adventure* is not copy protected. It is recommended that the user make a back-up copy of the program and store the original diskette in a safe place in case a program error should occur.

The absence of copy protection from the *Shadows of Mordor Software Adventure* does not in any way lessen the copyrights of the publisher and the developer in the program, nor does it lessen the responsibility of the user to honor those copyrights.

Duplication and distribution of this program for any purpose other than creating a single back-up, for sale or otherwise, for use on more than one computer at a time, or for use on a network is a violation of the law.

Three Rings for the Elven-kings under the sky,
　Seven for the Dwarf-lords in their halls of stone,
Nine for Mortal Men doomed to die,
　One for the Dark Lord on his dark throne
In the Land of Mordor where the Shadows lie.
　One Ring to rule them all, One Ring to find them,
　One Ring to bring them all and in the darkness bind them
In the Land of Mordor where the Shadows lie.

J. R. R. Tolkien, "The Lord of the Rings"

Introduction

Welcome to Shadows of Mordor in which Frodo Baggins and Sam Gamgee continue their quest to destroy the power of the evil Dark Lord, Sauron. The Shadows of Mordor Software Adventure is based on Book IV of *The Two Towers.*

In order to provide players with the host of puzzles and mazes expected from a high-quality computer adventure, it has been necessary to take minor liberties with the story line of Book IV so that every location and every situation is not entirely predictable. None of the problems provided for your initial frustration and eventual enjoyment seriously interrupt the story line of Tolkien's master work, and thus we hope that you will see them in the light in which they were intended. The essential atmosphere of Middle-earth remains unchanged, and we trust that it always shall.

In this package you will find an order form for J. R. R. Tolkien's book *The Two Towers.* Although some of the circumstances you will encounter in The Shadows of Mordor Software Adventure may be unfamiliar to devoted fans of Tolkien's fantasy world, the book remains the best reference guide you could possibly have. The book doesn't have all the answers, but it contains essential clues.

Shadows of Mordor is a brilliant piece of fantasy software, thanks to the reworking of many of the games' systems by a de-voted team of programmers. The flow of the game will be familiar to players of The Hobbit and The Fellowship of the Ring Software Adventures, with the exception of the improvements in the flexibility of play. For instance, it is now possible to talk to characters and give them a string of instructions that they will follow in sequence, rather than painstakingly telling them what to do at each and every turn.

In playing this adventure game, you will be assuming the role of different characters in J. R. R. Tolkien's fantasy world. You must specify the actions that your characters are to perform, and the program will evaluate the results accordingly. It should be noted that there are few if any puzzles in this game that have a single solution. The game has been designed to allow a variety of responses, some of which are more efficient than others.

Should you be anxious to begin your travels, consult the reference card enclosed in this package, which includes complete instructions for loading The Shadows of Mordor Software Adventure on your computer. On the back of it is a map that gives you a general idea of where you are in Middle-earth.

And now, for the less impatient, a bit of background material to aid you in your adventure . . .

Background

In a previous age of the Earth, in a time when the elves were powerful and men less prolific, the great Rings of Power were forged. Great magical powers were granted to the wearer of these rings, but only if the ringbearers knew how to draw and shape the power of the rings. Sauron, who was fair to look upon in those days, helped to make the nineteen lesser rings, which were given to the great and powerful lords of the Earth, yet already the seeds of betrayal had been sown. For, in secret, Sauron made the One Ring, a ring that would enslave the bearers of the lesser rings to his will. After tying most of his power and magic into the Ring, his task was finally complete, and the Ring's power flooded forth.

Millennia later, through a long and tortuous path, the Ring has ended up in the hands of Frodo Baggins, a hobbit of the Shire. Sauron has risen again and seeks for his Ring to gain the power he needs to snuff out his beleagured enemies. Fleeing the Shire, and hotly pursued by the evil Nazgûl, Frodo and his companions reached Rivendell, an elven stronghold, where the Fellowship of the Ring was formed to help Frodo destroy the One Ring. Their plan was for the Ringbearer to cast it into the volcano Orodruin where it was made, deep in the heart of Mordor.

After a long and dangerous journey, the party reached the hidden elf kingdom of Lothlórien, where Galadriel gave Frodo and Sam powerful gifts to aid them on their quest. The Fellowship of the Ring Software Adventure left the party setting off down the great river Anduin in elven boats. The first leg of the journey was over, but at the cost of Gandalf the Grey Wizard, the party's indispensable leader, lost to the Balrog in the bowels of Moria.

The Shadows of Mordor Software Adventure begins at the edge of Nen Hithoel lake, at the end of an uneventful journey down the Anduin river. Frodo and Sam have left their companions on an island in the middle of the lake and have secretly gone on alone to continue their quest. Our intrepid adventurers must negotiate desolate wastelands and cross the evil mountains that surround their enemies' homeland. The way is dangerous and unknown. It is up to you to discover whether hobbit cunning and home-grown courage will be a match for the servants of the Dark Lord, who would like nothing better than to put a swift end to the hobbits' perilous quest.

Communicating with the Program

the Shadows of Mordor Software Adventure includes a sophisticated communications program called *Inglish*. Inglish allows you to enter your commands and converse with other characters in everyday language. Those of you who have played The Hobbit and The Fellowship of the Ring Software Adventures will find that Inglish has been further enhanced in this program.

The Shadows of Mordor Software Adventure has a very large vocabulary, so you should have little difficulty expressing your ideas and commands. Commands usually take the form of actions, and this guide contains a list of some of the actions you can use. The program knows more than eight hundred words, and hundreds of these are available to you in playing the game. The best thing to do is to try a word. The program will tell you if it does not know it or, in some cases, needs clarification. If the program doesn't respond at all, try another word.

The Screen Display

The Shadows of Mordor screen display is divided into two windows: the adventure window at the top and the communication window at the bottom. The text that describes your surroundings and the happenings around you appears in the window at the top of the screen. The window at the bottom of the screen allows you to communicate with the program.

Whenever you enter a new location, the text in the adventure window gives you a full description of the location, the objects that are in plain sight, and a list of visible exits. Some objects are meant to be taken, examined, and used; others are there simply to provide atmosphere. The second time you enter a location, the program gives only a brief description. To view the lengthy description, type LOOK.

The LOOK command also brings up the illustration associated with a location. The illustrations, which are rendered in the style of J. R. R. Tolkien's paintings, provide a "snapshot" of your immediate location. A picture appears the first time you enter a location and each time you use the LOOK command. Most, but not all, locations are illustrated. No characters are pictured; they are left to your imagination.

The pictures may have captions, depending on the machine version. If the caption looks incomplete, this means that some of the corresponding text in the adventure window is hidden beneath the communication window. You can view the complete caption by typing LOOK after you have returned to the text.

Pressing any key returns you from the picture to the adventure text and the communication window, where a blinking cursor signals the program's readiness for your next command. Once you have typed in your command and pressed the Return key, the program either acknowledges your action or informs you that it does not understand the command. It also may do nothing, in which case you should rephrase your command. Once the program recognizes a command, any new text resulting from your actions appears on the screen. A new cursor prompt in the communication window indicates that the program is ready to receive your next instruction. The commands typed in the communication window appear in capital letters, whether or not the Caps Lock key is depressed. Sometimes words in this window will break in the middle of the word. Keep typing; the program will understand what you mean.

Roles You Can Play

t he Shadows of Mordor Software Adventure offers you the opportunity to play one of two roles within the game and to switch roles while playing. When you load the game into your computer, one of the questions you are asked is:

WHICH CHARACTERS DO YOU WISH TO PLAY: Frodo or Sam?

By typing in the name of one or both hobbits, you enable yourself to assume the identity of Frodo, Sam, or Frodo and Sam during the game. If you press Return without making a choice of character, the program assumes that you will be Frodo; you will not have the option of playing the role of Sam in that play session.

When you choose to play one character, the program takes control of the other character and ensures that his actions are in keeping with his personality. This means that whenever you want the other character to perform specific actions, you need to instruct him by using the SAY TO command.

When you play more than one character, the program performs some basic actions for the hobbit not in play. For instance, while you play Frodo, Sam will follow you around unless told otherwise. If you choose not to play both characters at the beginning of the game, the program will more fully animate your companion.

The command to change from one hobbit character to another is BECOME followed by the name of the character you wish to become, for example:
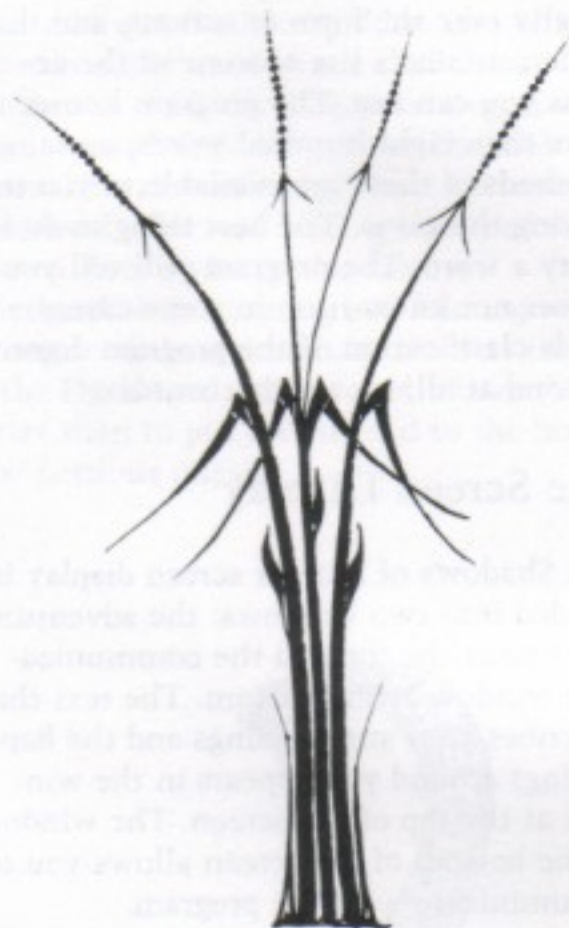
BECOME FRODO

Note that, at any point in time, you can become only one of the hobbit characters you specified at the beginning of the game. An alternative to the BECOME command is the I AM command, which works in the same way:

I AM FRODO

Or you can omit both commands and just enter the name of the character you wish to become:

FRODO

Plinehcar

The Inglish Language

An Inglish Sampler

Included here is a list of actions you can use when playing the Shadows of Mordor Software Adventure. Please note that this list may not include magic words or special verbs for actions that can be used only in certain areas at certain times. Discovering these words and how to use them is part of the fun. Nor is this list complete; there are over eight hundred words in the program's vocabulary, which includes many synonyms. Nor does this list include nouns, which you will have to discover for yourself. Furthermore, the program may not understand certain words unless they are in certain contexts. For example, JUMP may be meaningless to the program if there is nothing off which you can jump, although it may be a perfectly useful word in the appropriate situation.

The ten directions listed below are used for character movement, the rolling of rocks, etc. Directions may be abbreviated using one or two letters, as indicated in parentheses after each command. Some action words may be combined with prepositions to cause an effect that would not have been possible with the verb alone.

Directions

NORTH (N)	NORTHEAST (NE)
SOUTH (S)	SOUTHEAST (SE)
EAST (E)	NORTHWEST (NW)
WEST (W)	SOUTHWEST (SW)
UP (U)	DOWN (D)

Prepositions

AT	ONTO	THROUGH
DOWN	OUT	TO
IN	OUT OF	UP
INTO	OVER	WITH
OFF		

Action Words

BECOME	LOWER
BREAK	MAKE
CLIMB	NO
CLOSE	OPEN
COOK	POLE
DRAG	POUR ON
DROP	PROMISE
EAT	PULL
EMPTY	PUT
EXAMINE	PUT OUT
FILL	RAISE
FOLLOW	REST
GET	ROLL
GIVE TO	SPRINKLE
GO FISHING	TAKE OFF
GO THROUGH	THANK YOU
HELLO	THROW
HOLD UP	TIE
JUMP	UNTIE
KILL	WEAR
LEVER	YES
LIGHT	

Special Commands

Some special commands do not require any game time to perform. They are: BECOME, INVENTORY, LOAD, LOOK, PAUSE, QUIT, SAVE, SAY TO (or TALK TO), SCORE, STOP. The special commands listed below can ease your way through the Shadows of Mordor Software Adventure.

EXAMINE is useful in trying to obtain more information about your surroundings in Middle-earth. Examining objects often reveals information that is not readily apparent from a cursory LOOK.

INVENTORY (I) gives you an account of all the items you are currently holding or carrying.

LOAD returns a previously saved game to your computer's memory. After loading, play continues from the point where

the game was saved. If you load a game saved with pictures into a game started with text only, the characteristics of the resident game prevail and you will not see pictures.

LOOK (L) lets you see where you are, all that can be seen at a particular location, and all possible exits. This command should also be used after you BECOME another character who is at another location.

PAUSE suspends the game until you press another key. This gives you time to solve a difficult puzzle without being interrupted by marauding Oliphaunts and the like. Don't break out into a cold sweat if the cursor reappears after you type PAUSE; the program won't do anything until you press another key.

PRINT allows you to send the text of the adventure window to your printer. The PRINT and NOPRINT commands may not be available in all versions.

QUIT permits you to stop the current game and start at the beginning of a new game. Decide whether you want to save your current game before you QUIT.

SAVE allows you to save the game for play at a later time. The SAVE command is essential to conserving sanity before embarking on a dangerous course of action. A saved game has all the details of what has happened to you in Middle-earth, including all the other characters and locations. Consult your reference card for details. All machine versions of the program request a blank, formatted disk on which to save your games. Serious players have a good supply of these at all times.

SCORE tells you what percentage of the game you have achieved. You do not have to reach 100 percent in order to complete

the adventure. To build your score, try to be as active as possible, visiting many locations and seizing all opportunities for adventure.

STOP terminates the next instruction to be processed in a long command sequence. This is useful if you thought you had a plan of action carefully laid out, then circumstances, unexpectedly, changed. Make sure you have used periods – not commas – to separate the sequential commands.

The Rules of Inglish

Inglish is a sophisticated language-recognition program developed especially for microcomputers. It allows you to communicate with the game program in words and phrases that are familiar to you.

The rules of Inglish are simple. The main things to keep in mind are that every sentence must have a verb and that each instruction must be in the form of *verb then noun*. For example:

WEAR THE RING

If you say GOLLUM GOLD, the program will have no idea what you are talking about because there is no verb in the sentence. Some verbs, such as LOOK, imply a noun or pronoun.

Simply type your request to enter a command. Use the Backspace key to erase something you didn't mean to say. Press Return for the program to register the command. A command can be no more than 128 characters long.

The spellings in the Tolkien software adventures are, appropriately, the *British* rather than *American* English spellings. So, don't be surprised when you find you are in a "dank mouldy [not "moldy"] cavern."

An Inglish Primer

The following examples are a guide to the way Inglish sentences may be properly constructed. Note, however, that the specific examples shown may not be valid in this adventure.

Sentence Structure

When an action does not directly relate to any object, only a verb is necessary:

RUN

PAUSE

This is also the case if you simply wish to travel in a particular direction:

NORTHEAST (NE)

If the action concerns an object or a character, the object or character must be identified by a noun or pronoun. English grammar applies, but the order of the sentence parts is usually not critical:

GO THROUGH THE DOOR

DROP THE ROPE ONTO THE TABLE

The program assumes that, unless you use the SAY TO command, the player character is performing the action. Therefore, the subject of the sentence is always "I" (Frodo or Sam), and the action he is about to perform starts the sentence.

Articles and Adjectives

You can omit articles such as THE in the examples noted above. You can also omit adjectives, but it is a good idea not to leave them off if they make a crucial distinction: all commands must be specific and unambiguous. You wouldn't want to type:

ENTER TUNNEL

if you knew that the BLACK TUNNEL led to certain death and the BLUE

TUNNEL led to untold wonders. In such a situation, the program puts you through the first tunnel it finds, which may not be the one you intended. It would be better to specify exactly what you mean:

ENTER THE BLUE TUNNEL

Adjectives that describe nouns must come before the noun. If it sounds right in English, it probably is valid in Inglish:

THROW THE HEAVY AXE AT THE HORRIBLE ORC

Prepositions

The meaning of many verbs can be altered by the use of prepositions, such as ON, OVER, ONTO, and so on. Examples of Inglish sentences with prepositions are:

ATTACK THE ORC WITH THE SWORD

PICK UP THE RING

Prepositions in Inglish usually go in front of the noun, but in some cases it sounds more natural to have them after the noun, such as:

TURN THE LIGHT ON

Prepositions can also be used to specify the position of an object; a prepositional phrase can specify where or how you wish an action to be performed:

PUT THE GOLD INTO THE BAG

LEVER THE ROCK WITH THE BRANCH SOUTH

Speaking of prepositions, it is a good idea to specify WITH what implement you wish to make an action. For example, TIE UP SMÉAGOL may result in "Sam doesn't see anything to tie up Sméagol with," even if Sam has a rope. TIE UP SMÉAGOL WITH ROPE is specific and unambiguous and will probably accomplish the action you intended.

Use of "AND"

In Inglish, you can use the word AND in many of its normal English meanings. This means, among other things, that you can enter more than one sentence or perform more than one action at a time:

GO EAST AND NORTH

TAKE THE GOLD AND RUN

DROP THE SHORT AND THE LONG SWORDS

Use of "ALL"

In most instances it is best to avoid the use of ALL. It is possible to use ALL instead of listing each item when you instruct the program to execute a complex command:

TAKE ALL

KILL ALL BUT FRODO

But be careful if you do this. For one thing, the player character is included in the term ALL. Also, the program takes you literally and may take, talk to, or attack all of the objects in your location, including the rocks, trees, and birds. This will take a very long time. Yet, if you use ALL in the phrase DROP ALL, the program may not always drop everything you think it should have. It is wiser to list items or instructions specifically and separately.

Punctuation

You can use commas and periods in Inglish as you normally would, with a few important exceptions. Never use a comma in front of quotation marks, but instead say:

SAM "SHAKE HANDS WITH SMÉAGOL"

Unlike standard written *American* English, never put commas or periods inside quotation marks when separating commands, but rather:

SAM "UNTIE SMÉAGOL". GIVE SMÉAGOL THE FISH

You may also notice that because the program inserts punctuation at the end of your commands, you may end up with nonstandard punctuation like ".".

It is perfectly all right to separate items in a list by commas, as in the sentence:

GIVE MATCHBOX, CLOAK, AND CRYSTAL TO SAM

You must use commas to separate commands. For example:

S NW

(two commands separated only by a space) will be regarded as nonsense, and you will get a nonsensical response.

Sequential Commands

In this program, entire sentences can be separated with periods and entered as one command. Always separate each command with a period rather than a comma, especially if you intend to use the STOP command to interrupt the sequence of action:

OPEN BACKPACK. TAKE AXE. GIVE AXE TO SAM

In a sentence like the one above, the program will deal with each of the commands in order. If you wish to type in a long sequence of commands, such as:

EAST. NORTH. HIT ORC WITH FISH. SAY TO ORC "THANK YOU". EAST

or

SAY TO SAM "EAST. NORTH. EAT BREAD. WAIT"

the commands will be processed sequentially until all have been

completed. The cursor may reappear after each command is executed (if not, press any key, and it will). This allows you the chance to insert a new command. The commands you originally typed will then be executed. There are a few exceptions:

- The STOP command terminates the next instruction to be processed if, and only if, periods (not commas) separate the commands.

- Typing in a new command inserts it at the current point in the sequence. Note that if you press a key accidentally, the program expects a new command, so it is best to type something harmless like WAIT, REST, or LOOK so that the program continues to follow your previous instructions; otherwise the program does nothing.

- Whenever you speak to someone, the spoken instruction is executed after all previous instructions have been completed. If you are Frodo, you may want to type what you want to do first, then type what you want Sam to do. If this doesn't work:

SAM "DRAG LOG". DRAG LOG. SOUTH. NORTHWEST

try:

DRAG LOG. SAM "DRAG LOG"

then

SOUTH. NORTHWEST

Although the program tells you, for instance, "Frodo talks to Sam" immediately after you type a spoken command, the program always executes the speaker's actions before it executes the other character's actions. As in the example above, if the command results in Frodo's and Sam's not being in the same place when Frodo talks to Sam, you may have to rephrase the command.

Conversing with Other Characters

The Shadows of Mordor Software Adventure allows you to converse with the characters you meet on your journey. Upon encountering a character to whom you wish to speak, type, for example:

SAY TO FARAMIR "HELLO"

Saying HELLO is usually sufficient to draw most characters into conversation. You can also say:

FARAMIR "HELLO"

In some cases, simply

"HELLO"

will evoke a response, although the program may assume you are muttering to yourself and inform you of that fact.

You can ask the characters within earshot to perform specific commands that are of use to you, such as:

SAY TO SMÉAGOL "TAKE THE HAMMER FROM THE DEAD ORC"

Don't assume that because you instruct another character to do something he or she will automatically do it. If you are Frodo and you tell Sam to make a raft, he might be thinking of home or what his old gaffer might have to say about the situation. Other characters' decisions to do your bidding are based on a number of factors, including their allegiance to you, what they are currently doing, and so on. Also, just because a character refuses your first request doesn't mean that he or she will refuse the second time you ask.

You must be in the same location as other characters in order to converse with them. If you are Frodo at the top of the cliff and shout down to Sam at the bottom, it is unlikely he will hear you.

Shadows of Mordor allows you another method of telling another member of your party what to do. This is done by taking over his character, using the BECOME command. You can use this command only if you selected both Sam and Frodo at the beginning of the game. You can use BECOME whenever you want another character to perform a complex or dangerous action. It is useful for conducting operations without endangering the Ring or for controlling the party if you want the hobbits to split up and go separate ways.

Abbreviation of Commands

As discussed above, you may safely omit articles and some adjectives. Furthermore, if you wish to attack an ugly dwarf, you might say:

ATTACK UGLY WITH SWORD

The program will see that UGLY corresponds with the ugly dwarf. Unfortunately, if the ugly dwarf were standing in front of an ugly door, UGLY would no longer identify the dwarf, in which case you could type:

ATTACK DWARF WITH SWORD

or, to be safe:

ATTACK UGLY DWARF WITH SWORD

General Principles of Middle-earth

a map of Middle-earth can be found in each book of the Lord of the Rings trilogy. A map specific to the Shadows of Mordor Software Adventure appears on the back of your reference card.

You may want to make your own detailed map of your travels. Some locations can be revisited in a straightforward manner. With others, the direction you traveled to get from Point A to Point B may *not* be the opposite of the direction you must travel to get back again. For this reason, some adventurers construct a grid listing locations already entered and the directions used to reach them from other locations.

Passing Through Portals

If you want to go through an entrance, be it a conventional portal such as a door or an unusual type of entrance such as a wall of smoke, it is quite possible to say so directly:

GO THROUGH SMOKE

This is true whether or not you know in which direction the portal leads. When you first enter a location and are given the full text description, all visible exits are mentioned. On a second visit to the location, the brief description may not include all doorways. This doesn't mean that the portals have disappeared, as you can verify by typing LOOK or L.

Following Other Characters

If a character you have an interest in leaves an area, you may wish to follow him or her. For instance, if Sméagol suddenly said that he was going to leave the dreadful swamp, you might decide to:

FOLLOW SMÉAGOL

If a character is not immediately forthcoming as to what direction to take, WAIT a turn.

Light and Dark

In some areas there will be no natural light. Unless you have the means to create light – such as a candle or a torch – you will receive no description of the area in darkness. Once a light has been struck, you will be able to see.

If you choose to travel in darkness, you may avoid meeting some unwanted characters. Remember, however, that orcs can see perfectly well in the dark.

Objects and Containers

During the adventure, you will encounter many objects. Some are usable as weapons; others are intended as food or drink; still others are used as containers in which to carry things – for instance, liquids cannot be carried without a container.

Most containers must be opened in order to reach their contents. Once a container is open, you may look into it or remove the objects within. Some containers may be transparent, allowing you to see their contents without opening the container itself. Furthermore, not all objects can be taken; most of the objects in the description of a location do not exist as objects you can manipulate. Items that may be useful in your adventure are usually listed directly after the description.

Remember that even a stout hobbit cannot lift too heavy an object or carry too great a load. To triumph over such objects, put a little hobbit ingenuity to the test.

During the course of play, you will have to pick up and carry some of the objects you find. Simply GET or TAKE the item in order to pick up and carry it. To check on the equipment that you are carrying, type INVENTORY or I. To rid yourself of an item, merely DROP it. As an alternative, you may GIVE the item to another member of the party, for example:

GIVE ROPE TO SAM

Conversely, you may need items that other characters have. It's rude to go around grabbing things in other people's possession. Please ask other characters to give you what you want, using the SAY TO command:

SAY TO SAM "GIVE RATIONS TO ME"

SAY TO SAM "GIVE RATIONS TO FRODO"

Some objects not only add weight to your burden, but they increase your effective size. This can be troublesome if you intend to go through a small door or tunnel, so beware of adopting the pack rat syndrome.

Combat, Resting, and Eating

Hobbits are poor fighters, albeit brave. Be wary of throwing hobbits into the midst of a gory battle, no matter how well armed. Being rather slight creatures, they have a tendency to die with spectacular suddenness.

It is not possible for a hobbit to attack an inanimate object, which must instead be BROKEN. A weapon is required in order to break an object or attack an enemy. If you do not specify a weapon, the program

may assume that you wish to attack with your bare hands. This is rarely a good idea.

To attack an opponent, specify a verb, the object to be attacked, and the weapon with which you are about to make the assault:

STAB HAIRY MONSTER WITH SWORD

Persistence in combat is rewarded, but be careful: most opponents hit back, and if you are a wounded character, you are much more susceptible to being killed than if you are healthy. Sometimes magic words, objects, or strategies are necessary to dispel particularly nasty creatures. Sometimes the best way to overcome your enemy has nothing to do with fighting it.

All characters are rated for their strength and stamina. During the game the characters may suffer from wounds, lack of food, or simple weariness. If your friends will no longer follow you, they may be too famished to take another step. If a character is wounded, its strength ebbs, and its hold on life grows more tenuous. As time passes, a character becomes more and more tired as energy is used up. Highly strenuous activities, such as combat, may exhaust it even more.

The best remedy for depleted strength and stamina is a good meal and some rest. It is a good idea, therefore, to snatch foodstuffs in whatever form they may cross your path. It is an even better idea to resist your hobbit instincts to gobble up everything on sight and wisely ration food until you need it.

Legends and Common Knowledge

For players who are unfamiliar with Tolkien's Middle-earth, we provide the following information on the places and creatures which Frodo and Sam could be expected to have knowledge of through legend and rumor.

CIRITH UNGOL: The Spider's Pass in the Mountains of Shadow, the Ephel Dúath.

DAGORLAD: The desolate, lifeless plains that lie before the black gates of Mordor, the Morannon Pass. Dagorlad is the Sindarin word for Battle-plain, for it was here that the might of Sauron was defeated in the final battle of the first War of the Ring. With his armies destroyed, Sauron retreated to his fortress of the dark tower of Barad-dûr, where he was thought to have been defeated in mortal combat after a seven-year siege by the forces of the elves and the men of the West.

DEAD MARSHES: A gloomy waste of trackless swamps that lies to the west of the Dagorlad plains. The marshes began to spread when Sauron rose to extend his influence into the lands of Mordor during the middle years of the Third Age, and soon they swallowed the graves of the men and elves who were slain in the battle of Dagorlad so many years before.

EMYN MUIL: A knotted range of hills that lies between the Anduin river and the Dagorlad plains.

FARAMIR: Captain of Gondor and brother of Boromir, one of the original members of the Fellowship.

GONDOR: An ancient kingdom between Mordor and the sea. One of the last strongholds against the rising forces of Sauron.

HARAD: A cluster of minor kingdoms and city-states that devotes its time to warring with the peoples of Gondor. Harad thus formed a ready-made ally for Sauron upon his return to power.

HOBBITS: A race of cheerful, strong-willed folk who chiefly inhabit the Shire. Although short and often stout, hobbits are quite nimble and dexterous. Frodo is known to use his keen wits and deep sense of right and wrong to surmount any obstacle. His faithful companion Sam will endure unthinkable hardship to stay by Frodo's side.

ITHILIEN: A fair country of climbing woods and swift-falling streams on the western side of the Ephel Dúath, now desolate, but once known as the "garden of Gondor."

MEN: Many different nations of men inhabit Middle-earth. The inhabitants of some cities, such as Rohan and Gondor, are implacable foes of the Dark Lord. Others, such as the residents of Umbar and Harad, aid Sauron with troops, war elephants, and gold.

MINAS MORGUL: Originally called Minas Ithil, the "tower of the rising moon," this twin city to Minas Tirith, the "tower of guard" and current capital of Gondor, fell to the Nazgûl and their armies many years before Sauron's reappearance. Now named Minas Morgul, the "tower of death," this fortified city is the home base of the Nazgûl and their evil armies.

MORDOR: The realm of Sauron. Already bleak and infertile before the advent of the Dark Lord, Mordor is now chiefly composed of poisoned wastelands and plains of ash. At the heart of the realm lies Orodruin, the volcano in which the Ring of Power was forged and which Frodo is striving to reach. Close by lies the fortress of Barad-dûr, where Sauron holds his court. Mordor is ringed with mountains that provide it with unrivaled protection against attack. There are only two passes through the Mountains of Shadow, and they are heavily guarded.

MORGUL VALLEY: The once-fair valley in which lies the tower of Minas Morgul. The valley is now choked with rottenness and decay, poisoned waterways, and noxious flowers.

NAZGÛL: The nine Ringwraiths, perhaps more familiar as the Black Riders of the Fellowship of the Ring. After the disaster at the ford of Rivendell, where the Nazgûl lost their black horses, Sauron gave his servants fearsome flying creatures that had been bred from eyries discovered in some dark recess of the Mountains of Shadow. Thus mounted, the Nazgûl took to the air to further their search for the Ruling Ring.

ORCS: The soldiers of the Dark Lord are powerful, stooped, and twisted creatures, with long arms, hairy knuckles, and muzzles crammed with far too many teeth. Orcs hate sunlight, except for the Uruk-hai, the new, more powerful breed recently spawned in the pits of Mordor.

SAURON: The Dark Lord, the embodiment of evil in Middle-earth. Once thought to have been destroyed during the wars against him in the Second Age of the world, Sauron has arisen to attempt to spread his power over all of Middle-earth. Sauron seeks to recover the One Ring in

order to gain the strength that he needs to complete his conquests and enslave all right-thinking people everywhere.

SHELOB: A spider monster of unspeakable evil who lurks in the depths of the Ephel Dúath. She answers to no one but herself, not even Sauron.

SMÉAGOL: Long since corrupted by the powers of the Ring, Sméagol is a loathesome, slinking creature obsessed with repossessing his "Precious." Also known as Gollum because of the hideous gurgling noise he makes in his throat.
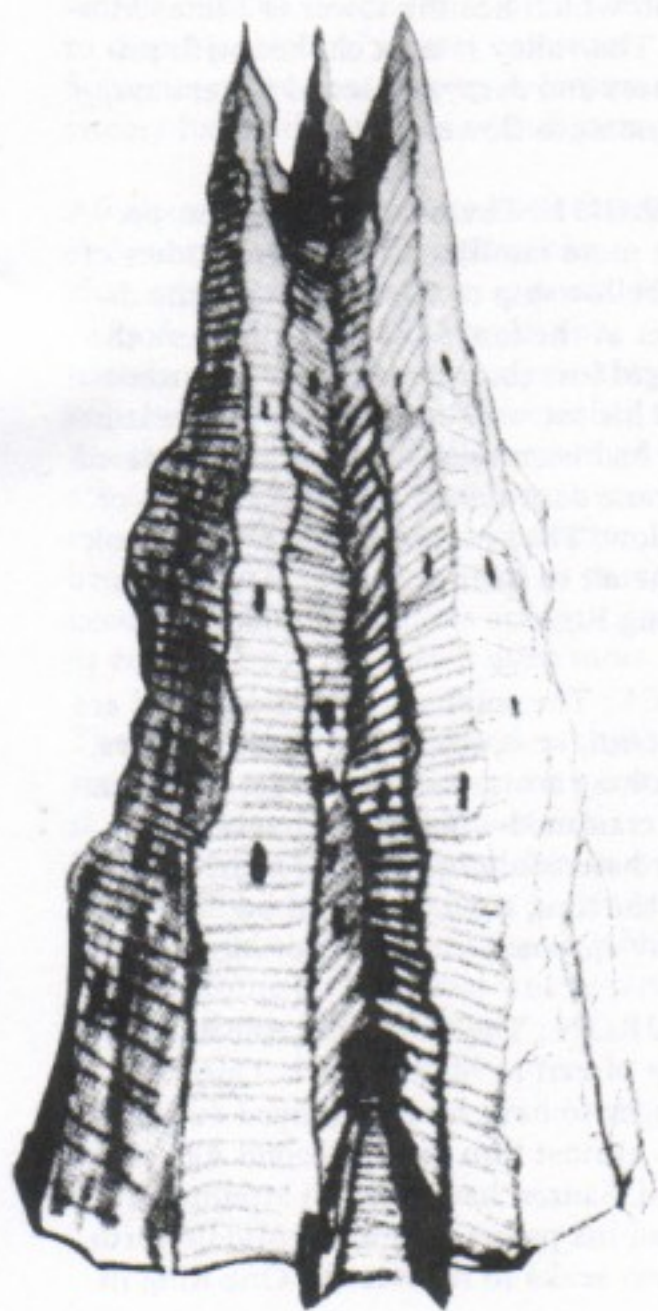
Help for the Weary and Hints for the Puzzled

*Y*ou may have noticed the lack of specific HINT and HELP commands in the Shadows of Mordor Software Adventure. This is to encourage you to use your brain, just as Frodo and Sam had to as they made their way toward Mount Doom. Since all brains don't think alike, we have provided a number of clues to help steer you in the right direction. The hints are divided into several levels. It is suggested that you read a general hint, think about it, try a new approach, and consult the more detailed hints only if you're stuck.

General Hints

Fine Points of Inglish

If you are having trouble making the program understand what you want it to do, stop for a minute and think. Often, breaking a complex action into a series of smaller actions will do the trick. For example, if you want to light a match, you may first have to remove the matchbox from a backpack and then slide the matchbox open and remove a match before you can light it.

Although it is a good idea to be as specific as you can when you type a command, it is acceptable to use general words instead of specific ones: WEAPON instead of SWORD, or FOOD instead of BREAD.

If you type a command, await a reply, and none is forthcoming, do not despair. Sometimes the program has no idea what you are talking about and ignores you until you type a meaningful command. Therefore, try again and review the section on communicating with the pro-

gram. This is also true if you type a command, get an immediate response such as "You talk to Sam," but no command is executed.

Some words are inextricably linked to other words. Therefore, if you use them in a circumstance other than the one for which they were intended, you may be surprised at the program's reply. For example, ROLL goes with ROCK and a direction and JUMP goes with OVER CLIFF. Thus if you try to JUMP at the waterfall, you may get a meaningless response.

Another quirk you may encounter is the program's responding with a word you did not use. For example, you type SWIM and the program responds, "Frodo doesn't see anything to drown in." That's because the program recognizes SWIM as a synonym of DROWN, but doesn't have any use for the word SWIM in this game. (Most hobbits cannot swim.)

Similarly, if you try to attack Sméagol while he's off in the bushes, the program informs you that you can't attack Sméagol. This doesn't mean that you can never attack him; it just means that you can't just now because you and he are not in the same place. Along the same lines, if you have transformed a wooden stick into a pile of ashes, you will no longer be able to TAKE THE STICK because it no longer exists in that form. These few inconveniences are a minor price to pay for the flexibility of Inglish.

Some Advice

The most important piece of advice we can give you is to learn how to SAVE games and to do it frequently. This will help you avoid the anguish of having lost several hours worth of play because you unexpectedly found yourself surrounded by grinning orcs with no hope of escape. The game is full of such surprises, so

make sure to save your games. If you are timid and fail to explore your surroundings to their fullest extent, you may miss some vital pieces of information.

Some of the problems you face can be solved only by cooperating with the other members of the party. Each character has his own strengths, such as physical prowess, keen wits, knowledge of the landscape, and so on. A few of the characters you encounter will help you only when you identify yourself, ask them certain questions, or tell them certain answers.

Although taking drastic action can sometimes be more fun than passive resistance, there are cases when the best course of action is to WAIT or to FOLLOW.

A number of items (food and swords) have immediate, obvious value. Other seemingly valueless objects may save your life. Others may have great sentimental value. Yet there are times along the arduous path to Mordor when you are forced to decide which items to leave behind, or you will never reach the destination you seek.

Whether you are Sam or Frodo, beware of wearing the Ring for more than a few turns or a fate worse than death may await you.

Specific Hints

Sméagol is instrumental throughout the whole journey. If you can't go any farther and Sméagol is not with you, you must devise a way to get him to come with you.

If you have read *The Two Towers*, you know that Sam and Sméagol aren't exactly the best of friends. Therefore, don't be surprised when Sméagol follows Frodo's actions, but not Sam's. If you have to do something temporarily unpleasant to Sméagol, well, maybe Sam would rather do it.

At difficult locations, such as the clifftop and the marshes, think about the properties of the objects around you and how they might be of use to you. Think of how you can use one object in conjunction with another object. You may have to go get it and bring it back. Draw diagrams, think about the principles of physics and nature, and imagine what you would do if you were really there.

Mazes are perplexing places; sometimes a maze location can be distinguished only by its exits.

Just after you finally get down the cliff, you're stuck in the swamp. Don't despair. If one log won't hold your weight, imagine what you could do with four.

Despite their "names," wimpy and skinny are tough little orcs. They can be subdued with cooperation and split-second timing. Use the tree to good advantage. Wait for the right moment, then pounce. Persistence is rewarded if combined with a good dose of cunning.

As soon as you cross the marshes, you are in a foreign country heavily patrolled by suspicious scouts. Take spylike precautions and you will not be recognized for what you are.

If you arrive at the muddy water hole, be polite and try not to laugh. The orcs have left something on the bank that may be of use to you later.

If you have the right tools and the right attitude, the small shadowed lake can provide welcome sustenance. Be sure to reserve food for all members of your party. You need to make a fire in order to cook food. If you haven't yet examined the contents of the backpack, do so now.

Faramir is an invaluable help in avoiding the battle at the crossroads. Be forthright with him; he is a swift judge of character and doesn't give suspicious strangers second chances.

When at last you find Sméagol, be sure to offer him the type of food he likes, and he will gladly rejoin your party.

As the bearer of the Ring, Frodo is very susceptible to the luminous white flowers. Sam must take the lead and be stern with him or all may be lost.

The Morgul stairs are a terrifying and dangerous place. Be generous but not too friendly with animals, especially if they have fierce red eyes.

Strategy, skill, and ultimate bravery are needed to vanquish the fearsome Shelob. This monstrous spider doesn't give up easily, especially when two juicy dinners are running around under her gigantic faceted eyes. A magic word is necessary to stun her. Sam has to muster all the courage he can spare, which luckily isn't too hard when he realizes what she is about to do to Frodo. Sam must remember the secret power of the Ring.

In case of emergency, turn this page . . .

. . . Help Has Arrived

You will need Sméagol to cross the dead marshes and the swamp, not to mention ascend the Morgul stairs. If you don't have Sam tie him up immediately after hitting him, he runs away. He will come back eventually, so don't give up. Frodo needs to say something to Sméagol in order to tame him.

Here are exact instructions for descending the cliff. You have one of two choices: after you break the tree with the sword and take the branch you can either (1) lever the stump over the cliff with the branch, go down into the tunnel, raise the phial, navigate the maze (south, down, southwest, south), then tie the rope to the stump and climb down the rope to the cliff foot, or (2) go north then south, lever the lumpy rock with the branch, ask Sam to roll the round rock east, lever the lumpy rock east, roll the round rock over the cliff, tie the rope to the lumpy rock, climb down the rope, pull it, tie it to the round rock (now embedded in the ground), then climb down the rope.

In order to cross the swamp, you need to make a raft. You make a raft with four logs (no fewer) and a rope. Only two logs can be dragged in one trip. Sam and Frodo have the strength to drag the logs, but they can't carry much else. From the northern edge of the swamp to the logs, go E. SE. To get back from the logs, go S. NW. SW. If you sink the raft, try taking fewer items with you. Two trips across the marsh are necessary to keep the party intact. You need the branch to propel the raft (if all else fails, try the verb "POLE").

If the Nazgûl spot you whenever you move, WAIT until they fly away.

Wear disguises to get past the orc patrol. Steal the orcish clothes from the skinny and wimpy orcs after you attack them. You may be in for a surprise if you steal clothes from the orcs at the watering hole; the parchment, however, may come in handy.

Kill the wimpy and skinny orcs by jumping on them from the pine tree and attacking them once they are stunned. Your timing must be just right. The presence of orcs on the rough paved highway prevents any character from climbing the pine tree. You don't have to jump on skinny and wimpy to kill them, but it's a lot easier that way. If they always seem to be at the tree, try arriving in fewer moves. If they kill a member of your party, reload a saved game and try again. You may have to try a number of times. Don't forget to eat and rest.

To make a cooking fire, first break the branch into tinder, then open the matchbox and light a match. To catch a fish, you may have to go fishing several times before you get a bite; the skinny orc has what you need to catch a fish. To cook the food, you must open the backpack and get the pan. Put the food into the pan (not into the fire), and don't scorn Sméagol's presents. To eat the food, take it from the pan (a cooked fish may not be called by the same name as a freshly caught fish), but save a delicious raw fish for Sméagol.

To escape the Oliphaunt, move north and WAIT, then go south again and await Faramir's return. If Faramir bounds off into the bushes, make sure you (a) do not appear to be an orc and (b) tell him what he needs to know.

In the vicinity of the long tilted valley, Sam must say NO to Frodo at the correct time or Frodo will run off glassy-eyed and Sauron will have his Ring. Here's a sure way to avoid this: first BECOME SAM. When Frodo runs off, go EAST to the

crumbled ruins and SAY TO FRODO "NO" to prevent him from entering Minas Morgul. Once out of danger, BE-COME FRODO, go WEST, and continue on your merry way.

If you are on the stairs of Morgul and Sméagol is not with you because you have not waited for him, WAIT is ineffective against the sharp-eyed Nazgûl and you instantly lose the game. If you take time to do anything else except climb the steps, Frodo may break cover and the game will end. If you must eat, fortify yourself before you begin the tortuous climb. You correctly suspect that the skinny wolf is hungry, but don't feed him directly; drop something to distract him while you quickly sneak past.

The magic word to use against Shelob has something to do with the lady of Lothló-rien. At the tunnel mouth, you need to do something, such as WAIT or say HELLO, in order to get the timing right for the final attack. If you are Frodo and have some forethought, you may wish to give the Ring and phial to Sam. The BE-COME command comes in handy here. If Frodo drops his sword, don't just stand

there. Before confronting Shelob, make sure that you are armed with Frodo's three most valuable possessions and that you know how to use them.

If you have read the Lord of the Rings trilogy and are surprised at the "Frodo (who is dead)" message near the end of the game, remember that at this point in the story Sam has only the word of the orcs to make him think Frodo is alive. Now, how much stock would you put in the word of the orcs if you were Sam?

If you read through the hints and the entire user's guide and still have questions, feel free to write to the following address. Note which computer version you are using and include an exact description of your problem. Please be sure you have sent in your registration card so we may give you full support.

Addison-Wesley Publishing Company, Inc.
Consumer Software Support
Route 128
Reading, MA 01867

Best of luck, Sam and Frodo!
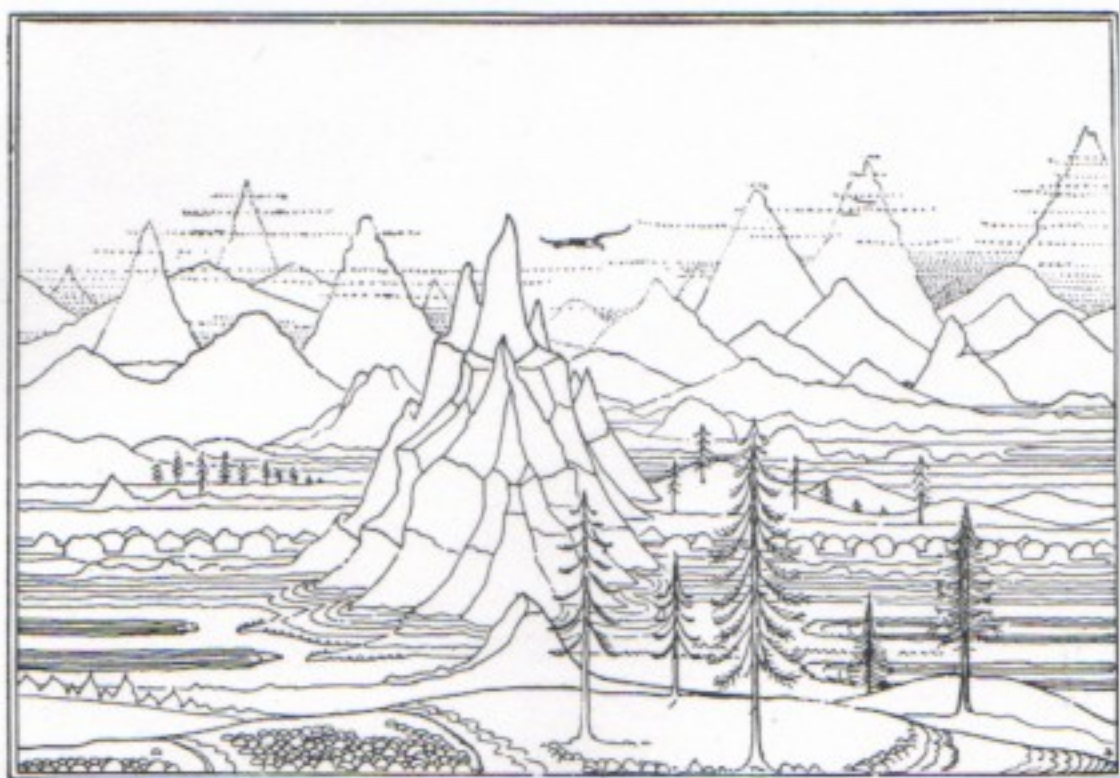
Frodo and Sam's Travel Log

Use this space to make notes and draw maps of your travels through Middle-earth.