

PC CD-ROM

— SIERRA ENTERTAINMENT PRESENTS —

THE HOBBIT™

THE PRELUDE TO
THE LORD OF
THE RINGS™

7+

www.pegi.info

OFFICIAL GAME

BASED ON THE FANTASY NOVELS OF J.R.R. TOLKIEN

INEVITABLE™

SIERRA™

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Installing the Game

Insert the CD-ROM into your CD-ROM drive. The installation program for *The Hobbit* runs automatically. Follow the on-screen instructions. When the installation is complete, a shortcut appears in your Start Menu and on your Desktop that you can use to launch *The Hobbit*.

Once the game is launched, the Main Menu appears where you have several playing options (see *Main Menu* on p. 7).

CONTROLLERS

The Hobbit is a single player game. The primary controller explained throughout this manual is a keyboard/mouse combination; however, you can play with a Gamepad controller as well. A menu of keyboard/mouse and Gamepad commands is provided in the *Basic Game Controls* section on p. 5.



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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.

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Basic Game Controls

KEYBOARD CONTROLS

Jump		Target	
Attack	Left	Next Weapon	
Sneak/Crouch	Left	Previous Weapon	
Equip/Unequip Ring		Camera Up	Num
Use		Camera Down	Num
Toggle View		Move Forward	
Equip Walking Stick		Move Back	
Equip Throwing Rocks		Open Pause Menu	
Equip Sword		Quest Log	
Use Health Potion		Inventory Screen	
Turn Left		Summary Screen	
Turn Right		Use Skeleton Key	

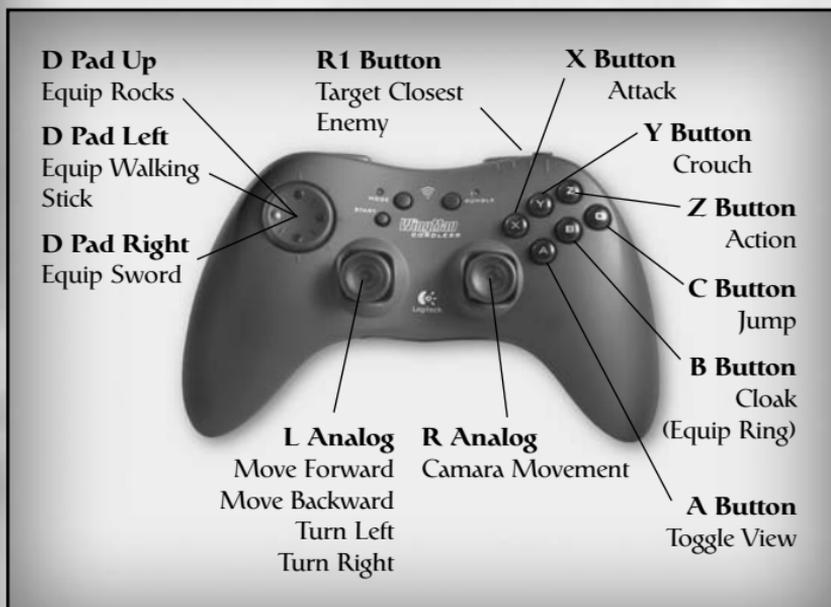
MOUSE CONTROLS

Attack	Left button
Target	Right button
Next Weapon	Wheel Down
Previous Weapon	Wheel Up
Turn Left	Move Mouse Left
Turn Right	Move Mouse Right



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Logitech® WingMan® RumblePad™ configuration



Note :

Bilbo can grab and move certain objects.

To do so, stand in front of the object and press

[ENTER]. **Bilbo** grabs the object. Press **[W]**, **[S]**, **[A]**,

and **[D]** to move the object into place. Press

[SPACE] to flip the object, if possible.

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Main Menu



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

NEW GAME

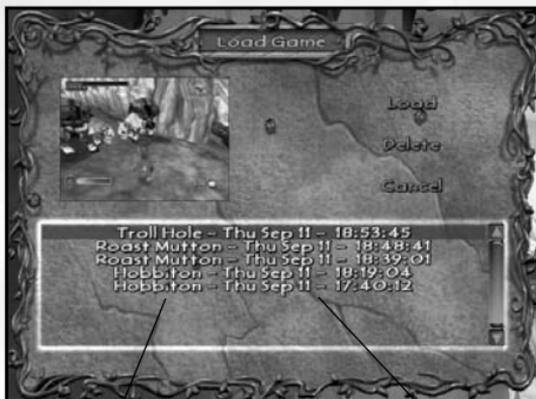
Click NEW GAME from the Main Menu to create a new Hobbit adventure.



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LOAD GAME

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



Location Within Game

Time/Date Stamp

To load a game:

1. Click **LOAD GAME** from the Main Menu. A list of saved games appears.
2. Click the name of the game that you wish to load, and then click **LOAD** to launch it.
3. Click **DELETE** to remove the game from this list.
4. Click **CANCEL** to return to the previous screen without loading a game.

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CONTINUE GAME

Click CONTINUE GAME from the Main Menu to load your last saved game.

Playing the Game

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

THE GAME SCREEN

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



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

HEALTH BUBBLES. This is Bilbo's lifblood. 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 Potion 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.

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SILVER PENNIES. Shows the number of Silver Pennies Bilbo has collected during his journey (see *Items* on p. 39).

THROWING STONES. 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 POINTS. Indicates how many Courage Points Bilbo has collected during his journey (see *Courage Points* on p. 14).

WEAPON METER. Both Sting (Bilbo's sword) and the Walking-stick have different modes of attack (see *Trained Attacks* on p. 32 or *Weapons* on p. 36). Certain ones can only be used when this meter is completely recharged.

INTERACTION ICONS

Characters and objects in the game that Bilbo can interact with have an interaction icon above them. To have Bilbo respond to an interaction icon, press  once the icon appears. Be patient sometimes an interaction takes a moment to develop.



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Press **ENTER** 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 **ENTER** (see *Inventory Screen* on p. 19).

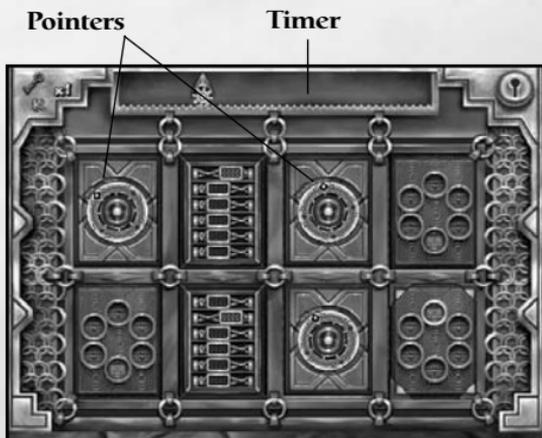
PICKING LOCKS

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

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next mechanism automatically activates. 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 **ENTER** 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.



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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 **[K]** 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. 32).

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.

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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.

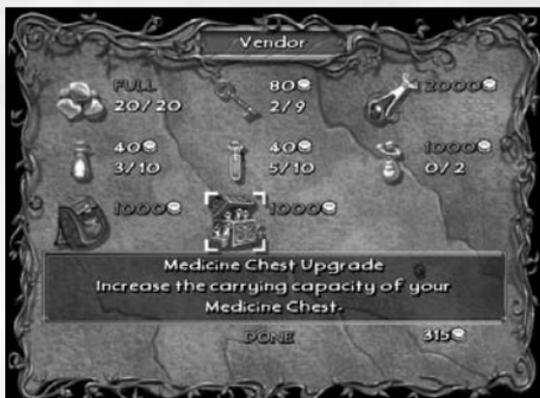
Click DONE to move to the Vendor screen.

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,

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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. Rollover an item to highlight it and display its description at the bottom of the screen.
2. Click to purchase the highlighted item (make sure you have collected enough Silver Pennies).
3. Click YES to confirm your purchase.
4. When you are finished, click DONE at the bottom of the screen to exit and move onto the next Chapter.

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SAVE PEDESTALS AND SAVING GAMES

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.



Save Pedestals are located throughout the various levels in every chapter.

To save using a Save Pedestal:

1. Approach a pedestal and press **ENTER** to save in the middle of a level. The Save Game screen appears.
2. By default, a new game is saved. You can leave **NEW GAME** highlighted in the list, or click on an existing saved game to overwrite it. An image of the highlighted game is displayed.

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3. Click **SAVE** to save your game, or click **CANCEL** to return to the game without saving.

Alternatively, you can click **Quick Save** on the **Save Game** screen to automatically overwrite and replace the last saved game.

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

Pause Menu

The **Pause Menu** is displayed any time you press **[ESC]** during a game. There are four screens to the **Pause Menu**: **Inventory [I]**, **QuestLog [Q]**, **Options [ESC]**, and **Summary [P]**. **Options** are described in the *Options* section (see p. 23).

To move between screens in the **Pause Menu**:

1. Press **[PG UP]** or **[PG DN]**.
2. Press **[ESC]** again to exit the **Pause Menu**.

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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 Stone Bag at his disposal. The weapon upgrades are also displayed.



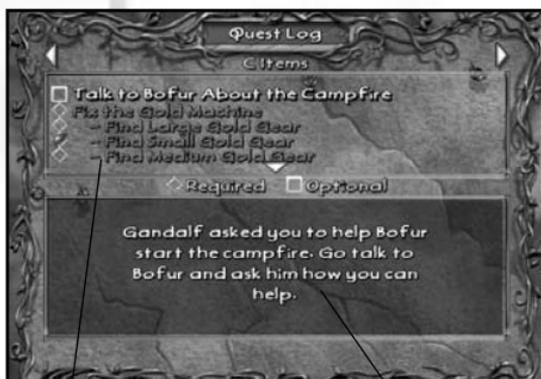
These five medallions indicate which weapons—Sting, the Walking-stick, and Throwing Stones—are upgraded for Bilbo to use. There are several upgrades for each of these weapons and they are acquired throughout Bilbo's travels.

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There are three consumables on this screen. To have Bilbo drink an Antidote Potion, a Health Potion, or a Waters of Vigour:

1. Rollover to highlight one of the items.
2. Click to consume one vial.
3. Rollover any other item to display details about that item.

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

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Quests have a square checkbox next to them. Completed Quests are checked with a green mark. The bottom section of the page



shows the highlighted Quest description.

To view a particular Quest, press the down arrow key to highlight it.

View Quest Items from this screen by pressing **[C]**. Press **[C]** 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 items 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.

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To use a Quest Item:

1. Press the down arrow key to highlight an Object from the list.
2. Press **ENTER** to apply the highlighted Quest Item, or press **ESC** to cancel.

SUMMARY

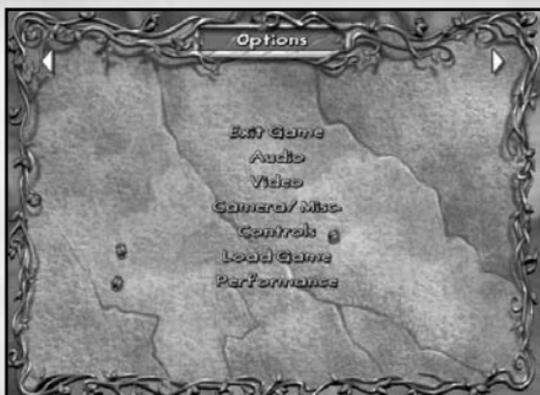


This screen displays Bilbo's progress through the current Chapter. For details on the Summary screen, see *Ending a Chapter* on p. 15.



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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, Controls, and Performance. You can also exit the current game or load a previously-saved game from the Options screen.

To select any option, click on it from the Options screen.

Exit Game

This option ends the current game and returns you to the Main Menu. After you click EXIT GAME, click YES on the confirmation screen to proceed, or click NO to return to the Options screen.

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Audio

There are four settings that you can configure from this screen:

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 dialogue is accompanied by subtitles. Toggle these ON or OFF. The default setting is **ON**.

- To change any volume setting, click and drag the slider next to it.
- To toggle the Subtitles, click the checkbox.
- After completing your selections, click **DONE** to return to the Options screen.

Video

Adjust the resolution and brightness settings from this screen.

GAMMA. Click and drag the slider to adjust the brightness. A preview image shows the results of your adjustments.

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RESOLUTION. Click one of the five resolution settings and then click APPLY to see the results.

- To return the settings to their original defaults, click RESTORE DEFAULT SETTINGS.
- Click DONE when you are satisfied with your adjustments.

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.

VERTICAL INVERT 3RD PERSON. Toggle this YES/NO to reverse the 3rd person vertical camera control. The default setting is OFF. Click the checkbox to change it.

VERTICAL INVERT 1ST PERSON. Toggle this YES/NO to reverse the first-person vertical camera control. The default setting is OFF. Click the checkbox to change it.

VIBRATION. This option toggles the vibration feature on and off for your controller (if applicable). The default setting is ON. Click the checkbox to change it.

Controls

Reconfigure the controls for your keyboard/mouse or for your GamePad controller.



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To adjust the keyboard/mouse controls:

1. Click CONTROLS from the Options menu, and then click KEYBOARD.
2. A list of primary and secondary key assignments appears. Click any key assignment, and then press a new key. If the new key is already assigned to another command, the two keys switch assignments.
3. Click NEXT to see the list of controls continued. There are five pages of keyboard/mouse controls.
4. To return the controls to their original settings, click RESTORE DEFAULT SETTINGS.
5. Click DONE when you are satisfied with your adjustments.

To adjust Gamepad controls:

1. Click CONTROLS from the Options menu, and then click GAMEPAD.
2. A list of button assignments appears. Click any button assignment, and then press a new button. If the new button is already assigned to another command, the two buttons switch assignments.
3. Click NEXT to see the list of controls continued. There are three pages of Gamepad controls.

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4. To return the controls to their original settings, click RESTORE DEFAULT SETTINGS.
5. Click DONE when you are satisfied with your adjustments.

Performance

The game can be optimised for faster or slower computers.

SETTING. Click on BEST QUALITY, BALANCED, FASTEST, or CUSTOM for a one-click shortcut to adjust the game's performance. The default is the recommended quality for your machine.

OBJECT DETAIL. This adjusts the level of detail displayed on surrounding objects in the game.

DECIMATION RATE. The speed at which certain objects or characters are consumed, gathered, or destroyed on screen. Choose a lower setting for faster computers.

EFFECTS QUALITY. This adjusts the quality of the lighting and texture effects on the surrounding surfaces.

SHADOWS ENABLED. This toggles the game's shadow effects.

- To change any setting, click and drag the slider next to it.
- To toggle Shadows Enabled, click the checkbox next to it

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- To return the performance options to their original settings, click RESTORE DEFAULT SETTINGS.
- After completing your selections, click DONE to 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 location within the game and a time/date stamp.

To load a game from the Options screen:

1. Click LOAD GAME. A list of saved games is displayed.
2. Click the name of the game you wish to load, and then click LOAD to start it. You can also click CANCEL to exit and return to the Options screen.

Games can be deleted from the Load Game screen. To delete a game:

1. Click its name from the list to select it.
2. Click DELETE.

Note :

The number of games you can save
is unlimited.

Advanced Game Controls

MOVEMENT

Moving Bilbo is easy, especially when he's motivated by a charging Warg. Press , , , and  to move him in any direction, keeping in mind that the third-person camera position will always be behind him.

Remember, you can adjust the camera distance any time by pressing **Num**  or **Num** .

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

CLIMBING/SLIDING. Bilbo climbs and descends vines and ladders. He must first jump onto a vine. Press  to ascend and press  to descend. 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 place pour marcher normalement.

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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.

POLE VAULT. Some jumps are too far to make without help. Use your Walking-stick to vault. First, equip your Walking-stick by pressing **[1]**. Then hold left **[CTRL]** to ready your Walking-stick and then quickly press **[SPACE]** to vault.

VINE JUMPING. This 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 **[↑]** to make sure Bilbo will jump forward, and then press **[SPACE]** to vine jump. You can also press **[↓]** to slide straight down, and then press **[SPACE]** to drop 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 sees Bilbo, even if it cannot hear him.

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To don the Ring, press **C**.

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 left **ALT** to use whichever weapon he has equipped.
2. Switch weapons by rolling the mouse wheel, or by pressing **1**, **2**, or **3**.

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 a health meter for the opponent.

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To target an opponent:

1. Press **[N]**. The yellow cone changes to red.
2. Press **[N]** a second time to release the target.

To defend an attack at any time, press **[S]**.

Note :

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

Trained Attacks

Trained Attacks are usually gained by discovering special scrolls hidden throughout the Chapters (see *Training and*

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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 **[SPACE]** to jump, and then left **[ALT]** while in midair.

To employ a Chain Attack, press left **[ALT]** and hold while advancing on the opponent. A nearly endless number of attacks can be chained together.

To employ a Spin Attack, press and hold left **[ALT]** while advancing on the opponent.

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

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OBJECT INTERACTION

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

1. Press **ENTER** 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 **ENTER**.
3. Press **ENTER** for Bilbo to talk with other Hobbits, Dwarves, Gandalf and other in-game characters after walking up 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 **ENTER**. Once he grabs the object, press **↑**, **↓**, **←**, or **→** to move him along with the object. Sometimes, he needs 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 **SPACE** to flip it.

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SELECTING WEAPONS/ITEMS

To quickly equip Bilbo with his Walking-stick [1], Throwing Stones [2], Sting [3], or use a Health Potion [4], press the appropriate number key. You can also cycle through his weapons by rolling the mouse wheel.

CAMERA MOVEMENT

To move the camera position relative to, Bilbo:

1. Press Num [8] or Num [2] to move the camera toward or away from Bilbo, respectively.
2. To scan your surroundings from the eyes of Bilbo, press [F], and then use the arrow keys to scan the environment. Press [F] again to move the camera back to third-person view.

Note

This scan command is the same one used to precisely target a stone throw (see Combat and Targeting on p. 31).

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. 9 for details.

POLE JUMP. Bilbo uses the Walking-stick to leap greater distances than he can on his own. Using the pole jump, Bilbo does not leap any higher than he normally would, but he jumps about twice as far.

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To Pole Jump, equip your Walking-stick by pressing **[1]**. Hold left **[SHIFT]** to ready your Walking-stick and then quickly press **[SPACE]** to vault.

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.

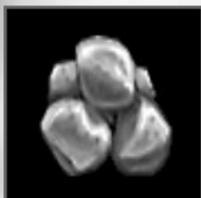
Like his Walking-stick, Bilbo can use Sting for Swipe Attacks and Jump Attacks. The only difference is that Sting Jump Attacks must be employed to smash shields, and upgrades to the Jump Attack do not have area-of-effect damage like the Walking-stick.

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

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



Items

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

INVENTORY ITEMS

Items kept in Bilbo's inventory are used at his discretion. Some are accessed via the Inventory screen while in the Pause Menu (see *Inventory Screen* on p. 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 **[4]**.

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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:

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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. 12).



THE RING

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

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THROWING STONES

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

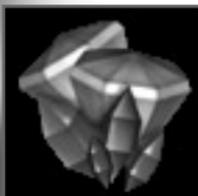


WATERS OF VIGOUR

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

IN-WORLD ITEMS

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



COURAGE POINTS

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

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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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Les catégories
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7+

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Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

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Description du contenu:



BAD LANGUAGE
LA FAMILIARITÉ
DE LANGAGE



DISCRIMINATION
LA DISCRIMINATION



DRUGS
LES
DROGUES



FEAR
LA PEUR



SEXUAL CONTENT
LE CONTENU
SEXUEL



VIOLENCE
LA
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