

J.R.R. Tolkien's

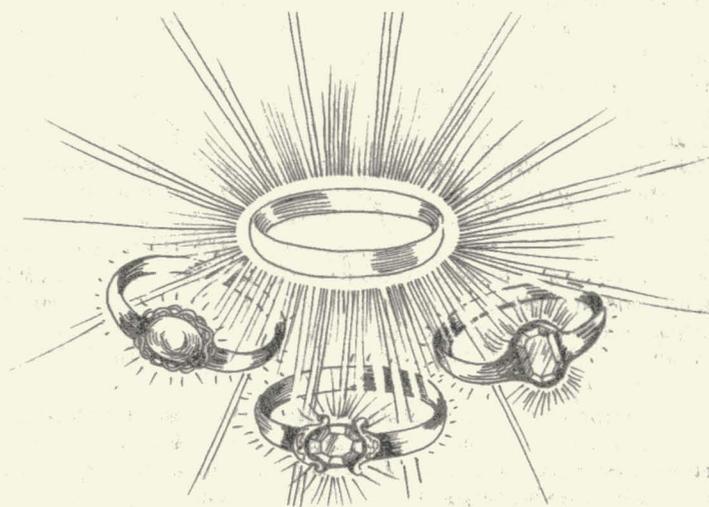
WAR IN MIDDLE EARTH



MELBOURNE HOUSE

711 West 17th St., Unit G9, Costa Mesa, CA 92627. Tel. (714) 631-1001.

INSTRUCTION MANUAL



INTRODUCTION

*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 find them,
One Ring to bring them all and in the darkness bind them
In the land of Mordor where the Shadows lie.*

The Wizard Gandalf the Grey has identified the ring bequeathed to Frodo Baggins by his Uncle Bilbo, who brought it back from an adventure long ago, as being "The One Ring". Forged by the Sauron, the Dark Lord, it is very powerful and very evil. It contains much of Sauron's power, — with it he would defeat all his enemies and subjugate the whole of Middle Earth. Were it to be destroyed he would be defeated. Though it would be possible to use it against Sauron, it would then corrupt the wielder turning him into a new Dark Lord.

Because of the magical nature of the Ring, it can only be destroyed by being thrown into the Cracks of Doom, where it was forged. This is the mouth of the volcano Mt. Doom in the centre of Sauron's kingdom of Mordor far to the South East.

Travel with the Fellowship of the Ring through Middle Earth. The starting group consists of Frodo, his servant Sam Gangee, and his friend Pippin. Help them find and gather more members into the party, to protect the Ring Bearer.

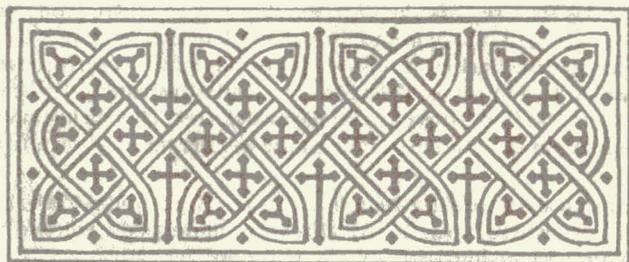
Do not delay. Sauron is already amassing his forces of war. He knows the Ring still exists and is looking for it. He has learned of the Ring's location, and has begun to take interest in Hobbits and their "Shire". Even without the One Ring he is a powerful opponent. He has armies of Orcs and evil men at his command. And to do his spying he has the Black Riders. These nine wraiths, also known as Nazgul, are each controlled by lesser rings. Even now they are heading for the Shire searching for the Ring and asking after Mr. Baggins.

Your first task is to guide the Fellowship safely to Rivendell. The Nazgul will close in, and you must avoid them at all costs. You must leave the Shire along The Great East Road, head past Bree and on to Rivendell on the edge of the Misty Mountains. Then with the aid of the companions you will find there, you must head South to Mordor and Mt. Doom. You are heading into the very heart of Sauron's power, so be prepared to face mortal danger at every step.

In addition to Sauron's forces, you will also be assailed by those of the Wizard Saruman. Though he was originally the leader of the Council of Wizards opposing Sauron, he has been corrupted. He has raised an army of Orcs and Dunlendings and he too is looking for the Ring, for he believes he can use it to control Middle Earth.

You will need to mobilize the nations of the West, the men of Dale, Gondor and Rohan, the Elves of Lorien and Mirkwood and the Dwarves of Erebor and the Iron Hills, or the forces of evil will win by force of arms before you can destroy the Ring. To do this you must find objects of power and present them to their kings. Listen to the words of the wise to discover the whereabouts of these objects.

If any of the forces for good, which you control, can get the Ring to Mt. Doom, you will win. If the forces of evil obtain the Ring and take it back to Barad-Dûr, Sauron's stronghold in the heart of Mordor, you will lose.



PLAYING THE GAME

There are three levels:-

- | | |
|-----------------|--|
| Full map level | This shows you the whole of Middle Earth, with forces shown as dots, good in blue, evil in red, neutral in green. |
| Campaign level | Detailed map of part of Middle Earth, this will scroll if pointer is moved to an edge. Characters are shown as figures, armies as badges. This is the level all commands are given on. |
| Animation level | Full animation of characters. Used for encounters. |

To move up a level, use the map icon. To move down a level, select the magnifying glass, position it over the area you want, and press fire.

Speed

The game will run at three speeds: normal, hasty and very hasty. To change speed select the hour glass icon then click on the option you want.

Movement

You can only command characters or groups that are active, shown flashing on the campaign map. Select the arrow icon, position it over the force to be ordered, and press fire. A window will be opened listing the units in the force - if you only want some to respond click on their names. Then move the arrow to the destination you want and press fire to set. They will then proceed to move there at their own pace, finding the best route around obstacles that they can.

Encounters

You will often be told of friendly encounters. Select "Go There" to hear their advice. This will automatically take you to the animation level.

When characters meet, or forces meet commanders, they may follow or continue on their way: A window will open in the top right - select the option you want. If they follow they will become a single force. To see who is in such a force just click on it. This will open a window listing those present. Those following a leader will be shown slightly indented.

Combat

Combat occurs when enemy forces meet. You can ignore this and accept the result, or go there and have some influence on the battle. This opens a combat window, listing all units on both sides. Every friendly unit involved in battle has four options:-

- | | |
|----------|---|
| Charge | Move into combat |
| Engage | Fight where you are |
| Withdraw | Move out of combat, but stay close, you may rejoin combat later |
| Retreat | Leave the scene of battle, you cannot return. |

These are indicated by a grid of squares, with the selected options shown filled. To change options, just point at the appropriate square and press fire.

The color in which a Character's name appears indicates his health during the battle. Initially, names are shown in black (healthy) lettering, turning red when the character is

wounded and grey when he dies. Forces do not get wounded, but when finally destroyed the unit's name is shown in grey."

To find the status of any character or forces outside combat, click on the character and then on the status icon.

Objects

You will find objects to aid you in your quest. Some of these strengthen your characters, others can be used to mobilize the nations of the West. To manipulate objects you must be on the animation level. Select the provisions icon (a gauntlet grasping a flask), then the options you require.

Saved Games

To save or load a game go to the full map level and open the archive menu, then select the option you want.

LOADING THE GAME

If you have two drives, insert disk 1 into main drive and disk 2 into your second drive. If you only have one drive insert disk 1 into the drive. You will be prompted to change the disk regularly throughout the game.

AMIGA

Insert Kickstart Disk if required.

At the request for a Workbench disk, insert program disk(s).

ATARI ST

Make sure that the disk-drive(s) is(are) switched on.

Insert program disk(s).

Switch the computer on.

IBM PC's and Compatibles

Boot DOS from another disk.

Insert program disk(s).

At the A> prompt, type START and press RETURN.

APPLE IIGS

Insert Disk 1 into the drive and turn on the computer.

When the desktop appears, launch War in Middle Earth by clicking on it with your mouse.

When prompted, eject disk 1 and insert disk 2.



CONTROLS

Move cursor with a mouse. Click on Icons, Windows, etc. with left hand button. IBM PC's and compatibles use mouse, joystick or keys. The arrow keys move the cursor, ENTER or INS select.

The following keys can be used instead of clicking on icons:-

Key	Icon	Description
A	Scroll	Archive (Save/Restore)
G	Arrow	Movement Commands (Go to)
M	Magnifying Glass	Move down a level
O	Provisions	Object Manipulation (Get/Use/Drop)
S	Eye	Status Display
T	Hourglass	Time
U	Map	Up a Level
N	Window Option	No - continue on
Y	Window Option	Yes - accept option
P		Pause
X		Exit Game
Q		Quiet On/Off



OVERVIEW

This game is largely concerned with Hobbits, and from it a player may discover much of their character and a little of their history. Further information will also be found in the pages of the Red Book of Westmarch, so wonderfully translated and presented by the late Professor Tolkien in his works "The Hobbit" and "The Lord of the Rings".

For those who have not had the pleasure of discovering the world of Middle Earth a word or two of information regarding hobbits, and the other inhabitants of that place is in order. Therefore in these few pages we have set out a few notes providing a short history of Middle Earth, and brief notes on the races and important personages that dwell there. In order to make this booklet as easy as possible it has been divided up into sections. There is an introduction to Middle Earth, which should provide those who have no knowledge of the story of The Lord of the Rings with enough background to play the game. A full glossary has also been included, giving you further background information on each of the races, characters and places in the game. The gameplay section tells how you actually play the game, and gives you some hints on the ways in which you may try to

win. However, with a game of this complexity, it is impossible to give a single strategy that will work, or indeed to say that any strategy is doomed to failure. Finally, we have included a biography of Tolkien and a reading list for those people who wish to learn more about Middle Earth. Separate from the booklet you will find a map, which has the grid reference system used in the game marked on it.

Of the Creation of Middle Earth.

First there was Eru the one, and from his thoughts came the Ainur. The greatest of these were named the Valar, who were fifteen; seven lords; Manwë, Ulmo, Aulë, Oromë, Mandos, Lórien and Tulkas and seven ladies; Varda, Yavanna, Nienna, Estë, Viarë, Vána and Nessa, last there was Melkor who was the most powerful of all. To them Eru revealed a great musical theme. Together they sang in harmony, and from their music the lands of Middle Earth were born. But Melkor chose to sing a theme of his own creation, and so discord was brought to the land. Though the other voices tried to return the path of the theme to the original intent of Eru, it was impossible, and the lands of Middle Earth forever bore the marks caused by the discord, and life was marred by the evil wrought in the beginning. Melkor was banished from the Ainur and evermore he was known as Morgoth the Dark Enemy.

Alongside the Valar there were the Maiar, who were brethren to the Valar, though of lesser stature and many more in number. Some were drawn to the splendour of Morgoth and served his purpose. Chief among these was Gorthaur the cruel, who is also called Sauron, the Dark Lord.

Of the early history of Middle Earth and the peoples who dwell there.

The history of Middle Earth is long and contains many tales, that the Elves tell long into the night in song and prose. Here but a few words will have to suffice, for here we are concerned with events late in the history of Middle Earth. Early struggles, though fascinating, are of little import save to introduce the main themes.

The first born were the Elves. Tall and fair they are for the light of the stars is mirrored in their countenance. Elves are uniquely linked to the lands of Middle Earth, their lives are long and unless they fall in battle they are immortal, for they suffer no ills save one, a sickening of the spirit and loss of desire to live. Even then they only choose to lay down their life for a little while and spend some time in the halls of Mandos, before returning once more to the fair lands of Middle Earth.

Their history is long and full of incident and its telling must be left for others. Those who wish to know more of this ancient race should seek enlightenment in the "Silmarillion" where many of their tales are set down with an eloquence that I, your humble scribe, cannot match.

Suffice it to say that for all the wisdom that the Elves accumulate over their long lives, their pride often causes them to act rashly, and in doing so they bring added tragedy onto themselves. Fëanor created the great jewels the Silmarils, and his pride in them brought on the Elves many of their misfortunes. And Sauron was able to use the pride of the Elven smiths in their work to trick them into forging the Rings of Power.

However, the Elves are staunch defenders of the lands of Middle Earth, protectors of its greatest beauty, and have stood defiant against the forces of Melkor from the beginning of time. Melkor hated them from the first, and from those unfortunate enough to be captured by his servants, he created the Orcs, a cruel race that is in all ways a foul perversion of the Elves.

Soon, however, the Elves were joined by the Dwarves, or Khazad as they called themselves. They were created by Aulë the Valar smith from the very hearts of the mountains. Indeed he made them before Eru created the Elves. But when Eru saw that Aulë had created the Dwarves out of love and not malice he added them to his plan, yet he would not let them appear on the Earth before his chosen people the Elves, so he caused them to sleep under the mountains until the Elves were established.

Dwarves were a strong and valiant race, yet as they were created without the aid of Eru they lack the grace of Elves and Men. They are short and stunted, but do not doubt their bravery, their craft – for they are the finest of all miners, masons or stone carvers – nor their pride, nor skill with arms.

When Yavanna created the trees and other plants, she also called into being the Ents, who were shepherds for the trees. These gentle creatures live their lives at the same pace as the trees they guard, though when they are roused to anger they are powerful opponents for they have the strength to break stone and metal. The Elves taught them speech, as they taught the other races, and Ents delight in language of all forms.



Melkor's envy turned to the Ents as well as the Elves, and he created the Trolls, who were to stone what the Ents were to Wood. Yet as with all Melkor's creations they were a perversion of the original. They are witless creatures, who kill for pleasure.

Last of the main races came Man. Man was ever mortal, unlike the Elves. However in ancient times his span of years was much greater than it is at present, though even then mankind was shortlived compared even to the Dwarves. However what mankind loses in lifespan he more than makes up in numbers, and it is mankind who is the destiny of Middle Earth.

Thus were the races made. Strife was ever present in the land, as the free people struggled against the powers of darkness. Many men fell under the influence of Melkor and fought alongside his other spawn against the Dwarves, Elves and Men.

Eventually Melkor was defeated, though the Valar had to intervene in the course of the World. Melkor was banished, but Sauron, his right hand, fell at the feet of Manwë and pleaded for mercy. Believing he had repented, the Valar allowed Sauron to remain in Middle Earth. As mankind had suffered terrible losses in the battles against the enemy the Valar created for them an island in the ocean, half way between Middle Earth and their Underlying lands. This was the land of Númenóre. Here men prospered, for most had some elvish blood in their ancestry, so the people of Númenóre lived long and grew powerful. Mighty seafarers, their ships carried trade to all parts of Middle Earth.

Of the Rings of Power.

After Melkor had been cast into the void by the Valar, his servant Sauron took on a form that was fair of countenance, and called himself by the name Annatar, which means the giver of gifts. Now it was in the twelve hundredth year after the casting of Melkor to the Void, that Sauron appeared to the Elven smiths, and with fair words he persuaded them to make various magical rings. Nineteen rings were made, nine he gave to the Kings of Men, seven to the Fathers of the Houses of the Dwarves and three to the Lords of the Elves. He then returned to his home in Mordor and went to Mount Doom, where the very earth is cracked open, and the fires inside can be seen. In these great flames he forged the One Ring. Into this ring he put the greater part of his power, for with it he hoped to control the lesser rings and rule all of Middle Earth.

Now, when Sauron placed the one ring on his finger, the Elves at once knew him for who he was. Therefore they hid the three rings from him and raised a great army and made war on Sauron. But the forces of evil were large, and the Elves were driven back. Yet when it seemed that Sauron must be triumphant, the men of Númenóre arrived, and in such force that there was no way any could stand before them.

So Sauron, seeing that there was nothing to be gained by force of arms, resorted to subterfuge, and surrendered himself to the Númenóreans. Though he was taken back to the island in chains, his glib tongue soon loosed his bonds, and he became the King's closest advisor.

His influence corrupted the whole land. Temples were built to Morgoth, and eventually he persuaded the men of Númenóre to sail against the Undying Lands.

But the might of the Valar was not to be trifled with. They reshaped the world, withdrawing the Undying lands beyond Middle Earth, and they covered the isle of Númenóre with the sea. Sauron's body was destroyed, but as his power was contained in the One Ring he was able to survive even this loss.

Of the Lands of the West.

Few Númenóreans escaped, but those that did took the name Dúnedain, The Men of the West, and founded two great kingdoms in Middle Earth. These were Gondor in the South and Arnor in the North. But some of the followers of Sauron also escaped the fall. They were called the Black Númenóreans, and they founded the pirate city of Umbar.

Not all men had gone to Númenóre. In the west, the men of Dunharrow had built fine cities. In the eastern lands of Rhûn and the southern lands of Harad, there were many tribes that followed Sauron: the Balchoths, the Wainriders, the Easterlings, the Haradrim and the Southrons.

But Sauron was not defeated. With the power of the ring he made a new body, and led his troops from Mordor once again. Gil Galad the elf, with Elendil the Dúnedain and his son Isildur, led the last great alliance of the men of the west and the Elves. The men of Dunharrow, though they had pledged allegiance, broke their word and refused to fight. Gil Galad and Elendil fell in battle, yet the day was won. Isildur cut the ring from Sauron's finger, though in doing so he broke his great sword Narkil. On losing the ring Sauron could no longer maintain his body, and he was no more than a shadow.

Yet all was not won, for as Isildur returned from the battle to his home in Arnor, he was ambushed by Orcs and the ring fell into the great river Anduin and was lost.

Of Hobbits.

Little has been said yet of Hobbits, mainly because they have yet to enter the story, but now they make their appearance, and in this final act, they are to take the centre of the stage. Hobbits are a little people, and their ancestry is uncertain, for they do not figure in any of the tales of earlier time. Yet they are known to be unobtrusive and may well have been living their peaceful lives for some time, unnoticed.

Whatever reason is given for their earlier obscurity, it is known for certain that shortly after the defeat of Sauron at least one large group of Hobbits were living by the banks of the Anduin. One day, shortly after the death of Isildur, two of the Hobbits were out fishing on the river, when one noticed something bright in the river. He dived in and came up with a ring. The other, who was named Sméagol, said, "Give us that, Déagol, my love". "Why?" "Because it is my birthday, and I wants it." So it was, but Déagol had already given a present, and it was more than he could afford. He refused, whereon Sméagol strangled him and took the ring, though whenever he was asked later he always claimed it was a present, at least until pressed hard for the truth.

When he wore it, he found no-one else could see him. So he learned secrets, and used them to create mischief, till the other Hobbits turned him out of their hole, and he wandered through the land. Finally, he ended up living in the tunnels of the goblins under the Misty Mountains, eating raw fish caught with invisible fingers. And though he withered, and grew stretched, the ring kept him alive, and took hold of him. It was his

precious, and he talked to it, till he almost forgot his own name and was only known by the one sound he repeated, a hollow sound, Gollum.

The other Hobbits continued their journeys across Middle Earth, until they reached the peaceful land of the Shire. Here they settled and continued to prosper, living in their traditional holes, with the good rooms looking out of the hillside, and the store rooms deep inside the cool earth. Eating four meals a day, with snacks to fill up the cracks. And enjoying a pint or three of ale, perhaps aided by smoking a pipe full of pipeweed, a habit it is said they introduced to wizards and kings. But aside from this one invention, they seemed to have little to do with the main flow of events. Yet not all is as it seems.



Of Wizards and the Despite of Sauron.

The Valar did not rest with the fall of Númenóre, they sent five of the Maiar to Middle Earth to continue the fight against Sauron. These were the Wizards, and they took the form of old men, with white beards, each carrying a staff.

Though Sauron had no body, he took the form of a great eye, like that of a cat, red and evil. Through his servants, the nine Nazgul, who were the ringwraiths who once had been kings of men, he spread his evil throughout the world. In the north, the Witch Kingdom of Angmar was founded, ruled by the lord of the Nazgul, and its forces destroyed the Dúnedain kingdom of Arnor, and the kings of Arnor, the heirs of Isildur, were reduced to wandering in the woods. In the south the kingdom of Gondor was hard pressed, and its

king was killed, leaving no heir, so Gondor is now ruled by a steward, awaiting the return of its rightful ruler to reclaim the throne.

Hard pressed by the enemies that surround it, Gondor nearly fell to the Easterlings and the Balchoths. Only the arrival of the Horse Lords from the north saved the kingdom. So these flaxen haired warriors, the sons of Eorl, or the Rohirrim were granted the northern part of the kingdom as their own, and these plains are now the land of Rohan.

Isengard, the Northern fortress of Gondor, had been given to the Wizard Saruman to hold against the wrath of Sauron. The lands of South Gondor are a desert waste, yet though it is much reduced, Gondor is still a great power, bastion of the west against the might of the Red Eye.

Of the other Wizards, two have passed into the East and out of this tale, though one cannot say what aid they have given the West through their work. Radagast makes a special study of plants, birds and animals, speaking their tongues. The last, Gandalf Greyhameis is of most account in our story. He travels far and is known to many. He aided the Dwarven king, Thorin Oakenshield, to reclaim his kingdom in the lonely mountain from the dragon Smaug, by providing him with a Hobbit burglar. Among their many adventures on the way, Bilbo Baggins, the Hobbit, found a ring and then met Gollum. After a set of riddles, Gollum failed to guess what the Hobbit had in his pocket, until it was too late. Then he discovered that his precious was missing. Bilbo escaped, and eventually brought the Ring to the Shire, but Gollum hates Bagginses for ever.

Gandalf studied Ring lore, and eventually learned that the Ring that Bilbo acquired was the One Ring. Bilbo had left the Shire, to go wandering, but Gandalf made him leave the Ring behind. It and his hole, Bag End, passed to Frodo, and with it the fate of the world.





Of Recent Events

Gandalf has discovered that the Nazgul are abroad. Events have come to a head. Action must be taken quickly. Frodo must leave the Shire and take the Ring with him. Until further decisions are taken, it would be best to head for Rivendell, where wiser heads can decide the next move, and heroes can be found to guard the Ring bearer on the perilous journey that lies ahead.

Gandalf has been called away from the Shire. He should have been back in time for Frodo's birthday, September 23rd the date chosen for the quest to begin. But he has not appeared, so Frodo, Sam and Pippin have set out without him.

GAMEPLAY

In order to encompass all of the events of the War of the Ring, play takes place on three levels, each giving you a different degree of detail. You can move from one level to another at any time.

FULL MAP LEVEL

This is the full Middle Earth Map. This is used to give you an overview of the total situation in the war, including the locations of all major forces.

CAMPAIGN LEVEL

The level on which most play takes place. It gives you a detailed map of a part of Middle Earth. However, you can scroll this to any part of the playing area. All forces in the game are displayed as Figures or badges (shields).

ANIMATION LEVEL

Finally we have the animation level. This gives you a detailed view of a single place. On

this level each individual or monster is represented by a fully animated figure moving against digitized backgrounds. On this level you can instruct individual characters to use items, direct their actions in combat and engage in conversations. This is the level on which the game starts with Frodo, Sam and Pippin walking through the Shire.

As well as operating on these three levels, there is a variety of different types of "playing pieces" involved in the game. Obviously it is not possible for you to give orders to each individual in the large armies of Rohan or Gondor, nor can the computer plot the movement of every Orc. However, no game based on The Lord of the Rings would be complete if you could not control Frodo's actions. Therefore you have two distinct types of forces under your control.

First there are Characters. At the start of the game you can control the actions of the three Hobbits Frodo, Sam and Pippin. As you progress in your quest, you will meet many more characters. Some of these, for example Merry or Aragorn, will join the quest, and you can then control their actions. Other characters, such as Tom Bombadil or Elrond, will give aid and advice, but will not leave their homes.

At the start of the game, all the characters have a course of action set. If you do not give any commands they will follow this course of action.

There are also large forces, the armies of the Dwarves, of Men and of the Elves. These are broken into units ranging from a hundred or so up to several thousand. Although you can bring several units together, as at Minas Tirith at the start of the game, you cannot split up the individual units.

Finally, there are objects. These include the Ring, initially with Frodo. Besides this, there are many other useful items. Some of them are carried by characters you will meet, others you will need to search out. Listen to the words of the wise, for they will pass on to you information concerning these items.

HOW TO PLAY THE GAME

COMMANDS

Every aspect of the game can be controlled by using the pointer. This is the picture of the blue hand with its index finger extended. On each level there is a series of Icons in a column in the top right hand corner of the screen. Moving the pointer over one of these and pressing the Command button (Left Mouse Button, Joystick Button or INS or ENTER keys as appropriate) either:

- a) opens a window, which will offer you a choice of options. You then move the pointer over the option you require and press the button again to select it.
- or
- b) In the case of icons that affect individual places or people, it causes the pointer to take on the shape of the icon. This can then be moved around the screen until it is over the point required. This will be further explained in the appropriate sections.

There are also many points in the game where events occur that require you to make a decision. For example two characters may meet. You may then have to decide if they should join forces or not. In these circumstances the computer will display a window with options. You must select one of these with the pointer as in a) above. When this happens the pointer will return to its normal gauntlet shape, cancelling any command

you were halfway through.

As it is sometimes inconvenient to have to click on an Icon, it is also possible to use the keys to force certain commands. These are listed in the commands section, and as each command is explained the keys will be listed alongside the icon-based command.

LEVELS AND ICONS

Full Map Level

This is the overview level. It shows you the whole of the playing area, with forces under your command indicated by blinking blue dots, evil forces as red dots, and neutral forces as green dots. While you are on this level time does not pass. In the top right hand corner there are four icons:— an eye, a scroll, a magnifying glass and an hour glass.

THE EYE

This allows you to gaze into Galadriel's Mirror, the magic pool in Lorien. It brings up a window that tells you what forces are moving, where your forces are headed or who they are following. It tells you which of the evil forces are active, not giving you any details of their movement. To clear this window press the control button anywhere on the screen. Instead of clicking on this icon, you can press S (for Status).

THE SCROLL

This brings up the archive menu, allowing you to save and restore games.

You may only have one game saved at any time. Saving a new game will destroy any previously saved game.

Select the option you require and the computer will automatically save or restore the game. Assuming your disks are not damaged, a window will appear telling you that the game has been saved or restored successfully.

Instead of clicking on this icon, you can press A (for Archive).

THE MAGNIFYING GLASS

Allows you to move down to the campaign level. Clicking on this icon changes the pointer to another magnifying glass. Move it to the part of Middle Earth you wish to examine, then click the mouse button again.

Instead of clicking on this icon, you can press M.

THE HOUR GLASS

This allows you to select the speed at which the game will run, which you may change at any time. There are three speeds:

Normal

Hasty

Very Hasty.

When you click on the Icon a window opens listing the speeds. Move the pointer over the speed you want and press the control button again. The new speed is now set, and the window closes.

At the start of the game you will probably want to set time to very hasty. However as you progress, you will find that you need to reduce the speed in order to control all the options at your disposal.

The time setting controls the rate of all actions in the game. You will find that when you

meet several people at once, you will need to have the time setting on Normal or their speech may disappear from the screen too fast for you to read.

Instead of clicking on the Hourglass Icon, you may press T to open the Time window.

The Campaign Level

This level gives you a fairly detailed view of an area of Middle Earth around 250 miles by 150 miles. For those people who prefer to measure distance as subdivisions of an inaccurate French estimate of the circumference of the Earth this is about 400 x 250 kilometres.

To see other parts of Middle Earth you may either move up to the Full Map Level and then use the Magnifying Glass to examine another area, or you can scroll the map until the area you are interested in appears. To do this move the pointer to the edge of the screen. The map will start to scroll to reveal what lies beyond. In order to stop, simply move the pointer away from the edge.

All terrain features including woods, hills, rivers and towns are shown. Individual characters are displayed as small figures. Where one character is following another only the character commanding the party is shown. Those characters, forces and parties that are active in the game and that you may control flash.

Large forces are shown as a shield. This tells you what type of force it is. The background shield design tells you where the force is from, the weapon indicates the type of force. Most forces are indicated by a round shield. Elite forces, such as the Gondor Tower Guard, are marked by an heraldic shield.

Types of forces:—

Cavalry	A horse's head
Infantry	A sword
Light Infantry	A spear
Dwarf	An axe
Elf	A bow
Trolls	A club
Orcs	A scimitar
Corsairs	A scimitar

The countries are indicated by the following shields:—

Rohan	A green shield decorated with a white horse.
Gondor (Minas Tirith)	A blue shield decorated with a white tree.
Gondor (Dol Amroth)	A blue shield decorated with a white tower.
Gondor (Other)	A plain blue shield.
Dale	A plain aquamarine shield.
Elf or Ent	A plain green shield.
Erebor	A plain aquamarine shield.
Iron Hills	A plain dark green shield.
Saruman	A red shield decorated with the White Hand.
Mordor (Minas Morgul)	A black shield decorated with the lidless red eye.
Harad	A red shield decorated with the lidless red eye.
Easterlings	A purple shield decorated with the lidless red eye.
Umbar	A red shield decorated with a ship's sail.
Dunlendings	A plain wooden shield.

If you position the pointer over any character or place on the screen and press the control button a window will open at the top left of the screen telling you who, what, or where it is you are pointing to.

Some of the evil characters, most notably the Nazgul, are able to hide. When they do this their symbol disappears from the screen. You then have to remember or guess where they are.

ICONS

THE EYE

Once you have clicked on a character or force, clicking on this Icon allows you to discover their status. If you are yet to select anyone then you will be told to select a force.

See the description of combat for a fuller explanation of character status.

Instead of clicking on this icon, you can press S (for Status).

THE MAP

This takes you up to the Full Map Level.

Instead of clicking on this icon, you can press U.

THE MAGNIFYING GLASS

As on the full map level, when you click on this icon the pointer is replaced with a magnifying glass. You can then place this over the area you wish to examine before pressing the control button again. This then takes you to the Animation Level.

Instead of clicking on this icon, you can press M.

THE HOUR GLASS

This works exactly the same way as on the Full Map Level.

This allows you to select the speed at which the game will run. You may change speed at any time. There are three speeds:-

Normal

Hasty

Very Hasty.

When you click on the Icon a window opens listing the speeds. Move the pointer over the speed you want and press the control button again. The new speed is now set, and the window closes.

Instead of clicking on the Hourglass Icon, you may press T to open the Time window.

THE ARROW

This is used to give movement orders to characters or forces.

Instead of clicking on this icon, you can press G.

Animation Level

If you move the pointer over any figure and press the control button a window will open telling you who they are and what they are doing.

ICONS

THE EYE

This allows you to gaze into the Mirror of Galadriel and see the status of characters on screen. Normally it will give you the status of the lead character, but if you have clicked on any figure, it will give you their details.

Instead of clicking on this icon, you can press S (for Status).

THE MAP

This take you up to the Campaign Level.

Instead of clicking on this icon, you can press U.

PROVISIONS

This allows you to control objects.

Clicking on this icon opens a window with three options:-

Put Down an Object

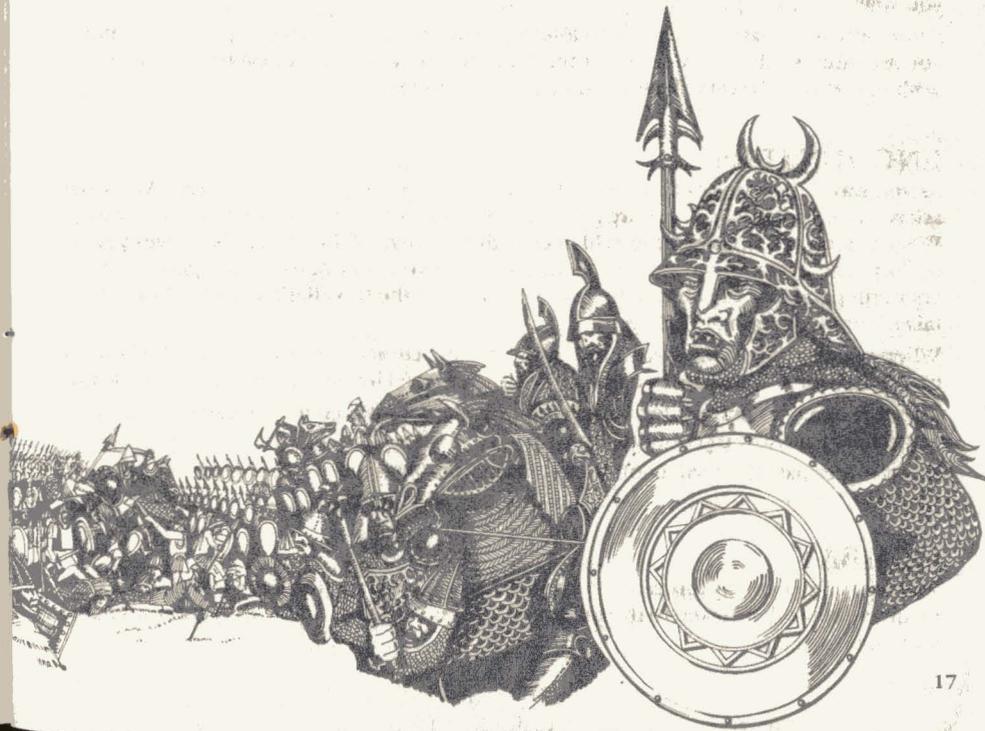
Take an Object

Use an Object.

Instead of clicking on this icon you can press O.

If you wish to use or drop an object select the appropriate option. If you are not carrying anything a window will inform you of this. Otherwise a window will open giving a list of objects that the character is carrying and you will be asked to select one by pointing at it and pressing the control button. If you decide you do not wish to use or drop any item press the control button with the pointer anywhere outside the window.

If you wish to take an object, select this option. If there is nothing you can take, the window will tell you this. Otherwise a window opens asking you to select the object, and listing the objects available. Move the pointer over the object and press the control button. You will then see the character pick up the object and continue on his travels.



GIVING ORDERS

In order to control the progress of the game you need to give regular orders to the characters and forces at your disposal.

You can only pick forces' destinations. They will then move there at their own rate. There is no way you can cause them to exceed their natural movement rate. Hobbits are slower than Wizards or Nazgul.

To give an order you must be on the Campaign Level. If you are on the Animation Level you will need to move up a level either by placing the pointer over the MAP icon and pressing the control button, or by pressing the U key. If you are on the Full Map Level you need to move down to the Campaign Level using the magnifying glass. Turn the pointer into a magnifying glass either by clicking on the icon or pressing M, then place over the part of Middle Earth you are interested in and press the Control Button.

To give a movement order turn the pointer into an arrow by clicking on the Arrow icon or pressing G then move this over the character or force you wish to command. Press the control button again. This should open a window in the top left corner of the screen, which tells you who you have selected and where they are currently heading. Characters or forces following another character are listed immediately after the character they are following and are indented a small amount.

The pointer will also have changed. The shaft of the arrow has now become the word TO. If you want all the characters to follow your orders, move the pointer to the destination you wish to set and push the control button.

If you only want part of the force to follow the order, you first have to pick which units you are interested in. Move the pointer over the window and click on the character you wish to command. You will also command all his followers.

ENCOUNTERS

As you travel the roads of Middle Earth, you will meet many other characters. Many will ask you to stop and talk. These are generally characters over whom you have no control. When you meet them a window will open at the top right of the screen. This gives you the option to go to the encounter or to continue on. If you continue on, you ignore the encounter and lose the chance to gain the benefit of the traveller's wisdom. Going there takes you to the Animation Level.

When two characters meet, you will be offered the choice of one following the other or not. If they join forces, the two figures will be replaced by the single figure of the leader.

If a force meets a commander, he will offer his services. You must choose whether you want them to follow or continue on.

If two forces pass they will continue their separate ways unless there is a leader present.

COMBAT

When you meet enemy forces you are forced to fight. If characters rather than armies are involved, you will be taken to the animation level where you will see the action animated for you on screen.

When the two forces meet a window opens in the top right of the screen. This window looks something like this:

Charge	Engage	Withdraw	Retreat	Good	Evil
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gandalf	Nazgul Lord
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Aragorn	2nd Nazgul
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Frodo	20 Orcs
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sam	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Merry	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pippin	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20 Lt. Inf.	

As you can see this window lists all the forces involved in the battle. The first column listing the good forces, the one you are commanding, and the second column the evil forces, controlled by the computer. There is also a large grid of boxes. These are used to control the actions of the forces under your command. In each row there are four boxes, representing the options available to each character. The first column is charge, then engage, withdraw and finally retreat. These are labelled along the top of the window.

In each row one of the boxes is filled with a black square. This is the option that that unit is currently taking. Remember each row refers to an individual character or force. At the start of the combat all the characters and forces are set to engage.

- Charge** launch a major attack, once you are involved in combat this reverts to Engage. Gives you a first hit advantage. If you destroy your opponent, you receive no losses. If you don't both sides sustain heavier losses.
- Engage** start to fight or continue fighting.
- Withdraw** leave the melée and stop fighting but remain close by. If the other characters are killed you will then be attacked.
- Retreat** leave the combat and try to escape. Characters that make it to the edge of the screen cannot be killed. If your side is victorious they will walk back on screen. If not their figures will appear on the campaign screen at that point and they will continue with their orders. If they were following someone then they will initially go back to their default orders and you will need to give them fresh orders.

In order to make a character follow any option, you move the pointer to the appropriate box and press the command button. The black square will then move to the box you have pointed to. Once a character is killed or a force completely destroyed the black square disappears from the row.

The characters are normally listed in black type. This is to indicate that they are hale and hearty. If they are wounded then the type will change to red. If they are finally killed it turns grey.

Forces do not get wounded. Instead, more and more members of the unit are killed until it is finally wiped out.

Combat continues until all the forces on one side are dead or have retreated. Evil units will not normally retreat, though some of the more intelligent (e.g. Nazgul) may in some circumstances.

If you are victorious, your forces will continue on their journey, unless any member or members of the party have been killed, in which case all present will gather around the corpse to pay their respects to the dead. You may then use the provisions icon to collect any useful items that they may have been carrying.

If you lose, then the characters and their possessions are lost for ever. Except if the Ring is taken. In this case the Nazgul will run for Barad-Dûr or Orthanc. You have the chance to intercept them on their journey and win the Ring back. Of course, if you fail, you will lose the game.

Remember that if you attack a fortress or other defended place you will suffer greater losses than if you were fighting on equal footing. Also if you are secure behind defences you will be better placed to face the enemy. Citadels provide greater protection to defenders while walled cities, such as Minas Tirith, provide the greatest advantage.

Certain characters have special links with Middle Earth that means that they cannot be killed. The Nazgul have their souls trapped in the nine rings. Therefore killing them merely destroys their bodies. They will reappear later in Mordor. Gandalf and the other Wizards are on a mission from the Valar to destroy Sauron, so if any of them are killed they may return in a more powerful form.

ENDING THE GAME

You win if you manage to get the Ring to Mt. Doom, and lose if Sauron's forces manage to get the Ring and take it to Barad-Dûr. In each of these cases the game will automatically end. You will also lose if Sauron's forces appear to be winning the war. This is signalled by the loss of any 3 of the good force's major strongholds: Hornburg, Edoras, Minas Tirith, Lorien, or Thranduil's palace.

If you wish to leave a game and return to it later, go up to the Full Map Level. Click on the scroll icon to open the save/restore window, click on the Save Current Game option. The machine should tell you the game has been successfully saved. You can now eject the disks and turn the game off.

When you wish to return to this position, load the game, then come back to the Full Map Level by moving up twice. Click on the scroll icon and select the Restore Game option. The game will then be restored to the position in which you left it.

If you wish to quit a game without saving it, press X. You will then be asked if you really want to quit. If you select the option to quit, the game is lost forever. If you wish to continue play or if you decide to save the game, select the option to cancel.

If you want to leave the game for a short while, press P to pause the game until you return.

WINNING STRATEGIES

In order to win the game you need to destroy the Ring. This can only be done by taking it to Mt. Doom, deep in the very heart of Mordor. This means taking the Ring to the centre of Sauron's power. You were expecting Gandalf to be with you to provide you with advice and help, but he has not arrived. You cannot afford to wait any longer; already strange black riders are about in the Shire asking after Mr. Baggins.

You can set off with the fellowship and head directly for Mordor, but the way is long and there are many dangers. Armies of Orcs and other foul beasts will block your path. You may be lucky and evade them, but it is a very risky undertaking.

To the East, along the Old Road is Rivendell, the Last Homely House East of the Sea. Here Bilbo found aid on his adventures. This may be where you can find aid on your quest. There are many heroes here, from all the races of Middle Earth, Elves, Dwarves and Men. Here too you may find Gandalf.

As to the route that you take to Mordor, you will need to choose this with care. The easiest path would take you down the West side of the Misty Mountains and through the gap of Rohan, across the plains of that fertile land and then down to Minas Tirith. But as the Wizard Saruman has become corrupted the gap of Rohan is no longer safe, for he has amassed a great army of Orcs and evil men in the castle of Orthanc, and your journey would be forced to pass too close to this danger.

All other routes take you across the Misty Mountains. You may choose to follow in Bilbo's footsteps, but this takes you through Goblin Town; or you may try to cross at Moria, but this once proud Dwarven Kingdom is now overrun with Orcs. Unless you risk either of these passes, you will need to cross high in the mountains, facing whatever perils you may. But at least if you cross the Misty Mountains you may hope for aid from the Elves of Lorien.

Not all the people of Middle Earth are against you, but even those who fight Sauron need some token to prove the truth of your embassy to them, before they will commit their forces. For example you need to present The Red Arrow to King Theoden of Rohan at his palace Edoras in order to mobilize the riders of the Mark. To mobilize the Dwarves, someone must present them with The Dwarven Ring. Similarly Gondor will only mobilize if presented with The Sceptre of Annuminas, and the Elves only if you take them The Silver Orb.

Obviously, if The Forces of Evil attack these nations they will then defend themselves. But, by then, it may be too late. If you can find these items and deliver them, before the need to head towards Mordor is pressing, you may be able to mobilize your forces earlier and so distract Sauron from looking for the Ring. Therefore, listen to the words of the wise, for only by heeding their advice will you learn the location of the objects you seek. There are many other useful items that lie scattered over the face of Middle Earth, and again you will need to talk to the characters that you meet in order to find their whereabouts. You may pick up magic swords, coats of Mithril mail, healing herbs, all of which will aid you with your quest if you use them well. Bear in mind that if you do not collect these items early you may be too hard pressed to be able to search for them later. Do not ignore them for they can prove the crucial factor that allows you to defeat the forces of evil.

In some ways the strategy of the game has certain similarities to that of American Football. You have lots of units in play, but the only one that matters is the one carrying the ring. The others are used to clear a path for the Ring bearer, by destroying the enemies' forces. Most of your forces are not in position at the start of the game. The Elves are in Lorien, the Dwarves in the Iron Hills and the Lonely Mountain in the North East. The men of Gondor and Rohan are dispersed throughout their lands, and the Rangers are in Bree. You want to give all your units orders, so that you get enough troops into the field to face the huge armies of Saruman and Sauron.

Should disaster befall you and Frodo dies, a new Ring bearer will be chosen. If the Nazgul capture the Ring, by slaying the Ring bearer and all his companions, they will head for Mordor. If you can intercept them on their journey you may be able to win the Ring back. If not, then you will lose as soon as they reach Barad-Dûr. It pays therefore to protect the Ring bearer well.

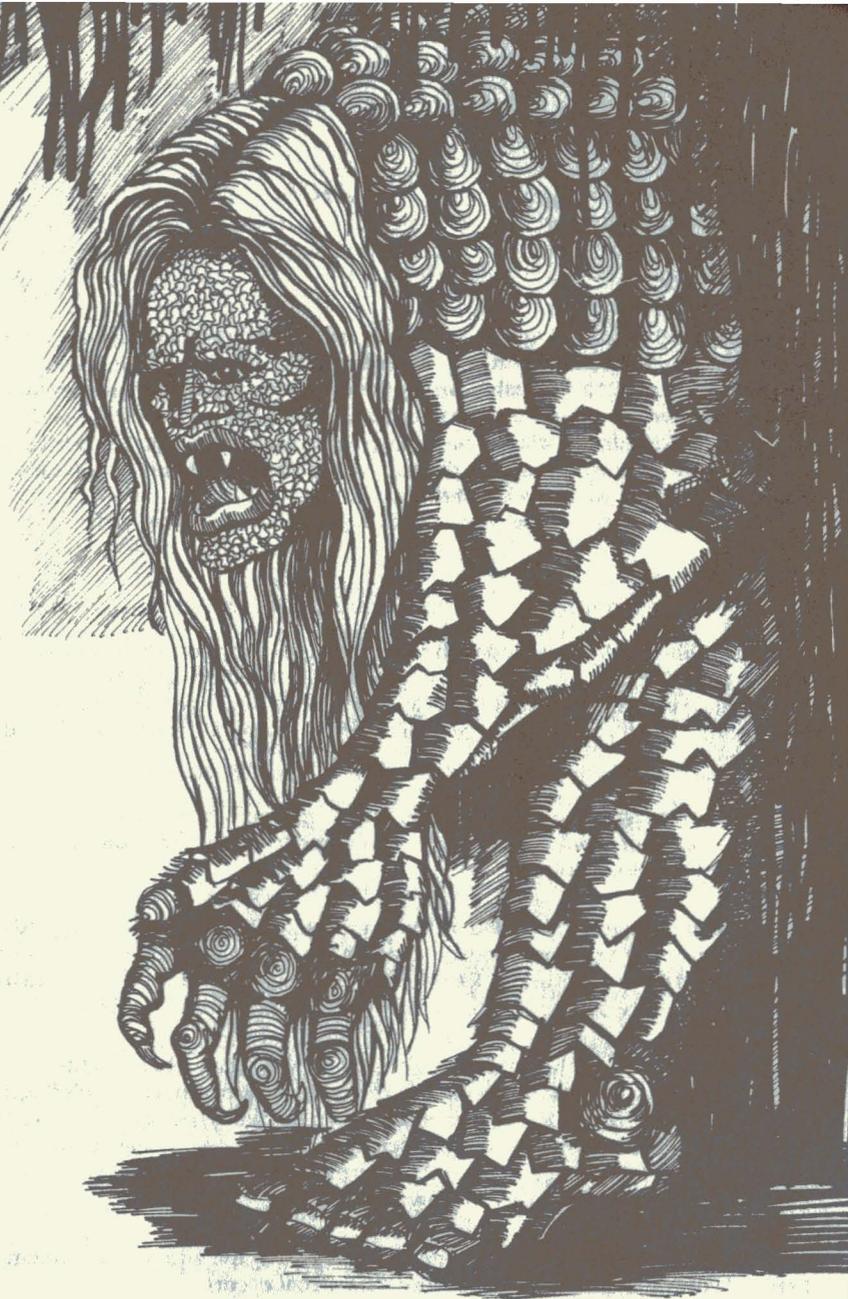
You may well want to gather the Rohirrim at Helm's Deep and the Gondorians at Minas Tirith, until the forces from further north arrive. Remember that it is much easier for them to defend themselves if they are behind the sturdy walls of their fortresses than if they are caught in the field. Of course this applies to the forces of evil as well, so do not try to assault their stronghold unless you have overwhelming forces.

It is possible to win the game using the basic tactics followed in the book. The Rohirrim are strong and once mobilized, they will hold back the forces of the White Hand for a long time, particularly if they are fighting from behind the defences of the Hornburg. The men of Gondor will hold Minas Tirith for many turns against the might of Sauron's Orcs and Nazgul. Then, with luck, you may well be able to slip through. However, it is not certain. Remember that in the book Frodo had many near escapes.

You may well want to try other options. If you bring the forces of Dáin and Brand down from the North, you may well be able to amass a large enough army to force your way through the gates of Mordor. Remember that although these forces are not mentioned in the books, this is because it is written from the Hobbits' point of view. They report only what they see. The appendices make it clear that these forces were involved in bitter combat against Sauron's forces.

The quest will take a long time. Over the course of the game you will need to make several decisions. You will need to keep on updating the orders to your units, so that they make the best moves. Keep checking all the unit's orders, so that you can change them as the new situation dictates. Bear in mind that new forces may become available for you to command. Hopefully you will then succeed in your task.

Always remember the words of Robert the Bruce "If at first you do not succeed, try, try again!" There are an infinite number of options that you can take throughout the game. No two games will follow exactly the same pattern. This is not a game that you can master in one session. A single game may last several hours, and only offers one possible path through the myriad options. Even if you gave identical orders, random factors will affect the outcome of the game. Choosing the correct options will limit the cruel blows of fate, but you can never be certain of success. Thus, as you come to know the game it will reveal more of its secrets, but there may always be something you have not seen, and therefore cannot plan for, that lies in wait to affect your plans, for weal or woe, adding spice to the game and hopefully prolonging your enjoyment.



GLOSSARY

This is an alphabetical listing of all the places, people and races that appear in the game, War in Middle Earth, along with other references that have been included for completeness, so that it is possible for the reader to understand certain terms used here in the introduction. Those entries that refer to a place have a grid reference given. This applies to the grid that is printed on the map you will find in the box. While these coordinates are not on the map on the screen, the map is the same, so you can use the printed map to find your way about the screen.

A

Ages

Time in Middle Earth is counted with respect to Ages, long periods of time bounded by great events. The First Age of the Sun began with the creation of the Sun and the coming of men, and lasted till the expulsion of Melkor. The Second Age was the time of Númenóre. The Third Age is the Age of Rings, and will last until Sauron is defeated and the King returns.

Anfalas

The northern coast of the Bay of Belfalas. This forms the Western part of the southern coast of the Land of Gondor, from the River Lethund to the River Morthond, between the Pinnath Gelin hills and the sea.

Angmar

The old Witch-Kingdom, founded by Sauron and ruled by the Witch King, Lord of the Nazgul. The men of Angmar, eventually crushed the kingdom of Arnor. Its purpose served, Sauron called the Witch King back to Mordor, and Angmar passed, but it is still a blighted land. The influence of its evil is found even up to the borders of the Shire.

Aragorn

The heir of Isildur, he is the rightful king of Gondor and Arnor. A brave fighter, he carries Narkil, Isildur's sword that was broken cutting the one Ring from Sauron's finger. A powerful figure, he is a leader of men and when he claims his inheritance his presence is enough to cause others to follow, especially those who owe favours to his forefathers. He is one of the few men of the west that Sauron fears. He travels Middle Earth under a variety of names, working to overthrow Sauron.

Arnor

The lost northern kingdom of the Dúnedain, defeated by the Witch King of Angmar at the battle of Fornost a thousand years before the current events.

B

Balchoth

A fierce barbarian people, part of the Easterling race, who lived on the Eastern borders of the land of Gondor. Although they were defeated by the combined armies of Gondor and Rohan several centuries before the War of the Ring, and they proved little threat to the people of the West from then on, they were still allied to Sauron and provided force for his army.

Balrog

These servants of Melkor were some of the most fearsome monsters ever seen in his armies. Only the Dragons were more powerful, and the last dragon, Smaug the Magnificent was killed by Brand of Dale. Balrogs were Maiar who had followed the evil path, and been transformed into Demons. Surrounded by sheets of flame and wings of shadow, their chief weapon was a many tongued whip of fire, though they also wielded swords, axes and maces. Most Balrogs were destroyed many ages ago when the War of Wrath destroyed Melkor, but some hid under the roots of Mountains. It was a Balrog, disturbed by the deep mining, that destroyed Moria and killed Durin. It is said that he sleeps still in the deeps of that lonely place.

Barad-Dûr

The dark tower, Sauron's great fortress in Mordor. Barad-Dûr stands on a spur of the Ered Litui or Ash Mountains that form the Northern boundary of Mordor.

Bilbo Baggins

Elf friend and some-time burglar, or treasure seeker if you prefer to read the rune politely. Bilbo was chosen by Gandalf to be the fourteenth member of Thorin Oakenshield's party to reclaim the Kingdom under the Mountain. Along the way he had many adventures, not least of which was getting lost in the goblin tunnels, finding the Ring and riddling with Gollum. He returned to the Shire a rich man, but left taking only a few essential items to wander again – leaving Bag End and the Ring to Frodo, finally ending up living with Elrond and the Elves at Rivendell.

Tom Bombadil

*Old Tom Bombadil is a merry fellow
Bright Blue his jacket is, and his boots are yellow.*

No-one is quite sure who Tom Bombadil is. He lives in the Old Forest, and has power over the trees there. Magical he certainly is, his songs may seem to be just doggerel, but they have power in them. Even the one Ring has no power over Bombadil, but he is no Wizard. Life outside the forest seems to have no interest for Tom, he lives simply with his wife Goldberry, the river daughter. He is most hospitable to travellers, though not many pass his house deep in the old forest, and like many Elf houses it is not easy to remember how long you have stayed under his roof.

Boromir

Boromir is the son of Denethor, the steward of Gondor. He was sent north to the House of Elrond in search of aid for Gondor as they face the threat of renewed attack by Sauron. The aid that he seeks is not in the form of men, rather he is looking for the solution to a riddle. He is proud, brave and strong and is a fine warrior.

Brand III

Slayer of Smaug the Dragon, Brand was honoured by the people of Dale and became their ruler.

Bree

Standing on the great east road that runs from the Shire to Rivendell, the small town of Bree, with its associated villages of Chetwood, Staddle, Combe and Archwood, formed a small pocket of habitation, in the middle of the wilderness. They were unusual in that Men and Hobbits lived side by side, though most of the Hobbits lived in Bree and Staddle. Regarded as slightly odd by the Hobbits of the Shire, nevertheless the arrangement seemed to please all. As it stands on a road, Bree boasted a fine inn, "The Prancing Pony". Though in these times traffic along the road is not what it used to be, the inn is still well kept by Barliman Butterbur.

Buckland

On the east bank of the Brandywine River, between the river and the hedge that keeps the Old Forest back, Buckland is outside the Shire proper. Founded by the Oldbuck family, who had built Brandy Hall and changed their name to Brandybuck, it was almost their private domain. Bucklanders are regarded as slightly queer by the inhabitants of the Shire proper, though not so much so as the Hobbits of Bree. Bucklanders are more likely to be involved with boats and other innovations. Both Frodo and Merry are Bucklanders.

C

Cair Andros

An island in the River Anduin, upstream from Osgiliath. Still held by the men of Gondor.

Calembel

A town in Western Gondor.

Carach Angren

The name means Iron Jaws, an apt description for this forbidding place, the fortifications at the entrance from Udûn into the Plains of Mordor themselves. They are in the North Western corner of Mordor and form a second line of defence after the fortress of Morannon.

Celeborn

Husband of Galadriel, Celeborn is the King of the Elves in Lorien. He is one of the great Elf Lords, and his deeds form much of Elven history as it is told in the Silmarillion.

Cirith Ungol

The path of the spider, a route through the Ephel Duath—the Mountains of Shadow—into Mordor. This is the route Gollum took out of Mordor, and it is not well guarded by Sauron.

Corsairs

These pirates, who sailed out of the havens of Umbar in the far south in their black sailed ships aided by the power of many slaves pulling on oars, filled all who saw them with fear. They traced their origins to a mixture of Black Númenóreans, Haradrim and to rebels from Gondor.

D

Dáin

King of the Dwarven Kingdom in the Lonely Mountain, established by Thorin Oakenshield and his party of twelve Dwarves and one Hobbit. Dáin was like Thorin a grandson of Dáin I, and arrived at the Lonely Mountain with his followers in time to fight in the battle of the five armies, where Thorin fell. Thus rulership of the newly reclaimed Kingdom passed to Dáin, with his five hundred warriors, and the other Dwarves who came to the Lonely Mountain from their wandering life after the battle. The Kingdom blossomed, and Dáin can bring a large force of Dwarven warriors to the aid of the free peoples in the forthcoming war.

Dale

The Kingdom of Men, based round Esgaroth the lake town below the Lonely Mountain, ruled over by King Brand, the slayer of Smaug. With Smaug dead Dale flourished once more.

Denethor

The Steward of Gondor, which is to say, he rules the southern kingdom of the Dúnedain until the return of the King. Though there have been stewards in Gondor for nearly a thousand years, none would yet dare to declare themselves King. Denethor realises that he does not have the forces to fight the armies of the East, and sees little hope of help coming from the other lands. Therefore he has taken to trying to use sorcerous means to defeat Sauron.

Dervorin

A noble of Gondor, leader of the men of Ethring.

Dernhelm

A noble of the Rohirrim, a member of the muster of Rohan that gathers in Edoras.



Dimrill Dale

Outside the East gate of Moria, above Lorien, the golden wood of the Elves, lies Dimrill Dale. Here is the lake Mirrormere, where the crown of Durin can be seen reflected, waiting for his return. From the Dale, the River Silverlode flows down to Lorien.

Dol Amroth

One of the five cities of Gondor, Dol Amroth is a great port. It stands on the coast of the Bay of Belfalas.

Dol Guldur

The Hill of Sorcery, Dol Guldur is the fortress in southern Mirkwood that Sauron fled to after being first driven out of Mordor. Though he has now returned to Minas Morgul, Dol Guldur still remains a place of evil, inhabited by Orcs and other foul beasts.

Duinhir

A noble of Gondor, leader of the men of Lamendon, these will muster at the hill known as Erech.

Dúnedain

The last survivors of Númenóre, the legendary island kingdom to the West that fell due to Sauron's corruption at the end of the Second Age and was swallowed by the sea. The Dúnedain provided the royal families of Gondor and Arnor. They are taller than other men, long lived, brave and true.

Dunharrow

Among the men who did not go to the land of Númenóre the men of Dunharrow were those whose achievements were greatest. They built great cities and their writ covered large parts of Southern Middle Earth, yet when the Dúnedain reappeared, they gave tribute to them, and pledged allegiance. But when Isildur called them to fight, they did not answer, so they became known as the oath breakers, and their unhappy spirits wait yet for a chance to fight for the king to honour the oath and win their freedom.

Dunhere

The Lord of Harrowdale in Rohan.

Dunlendings

Before the Rohirrim rode down from the North, the fertile valleys of what is now Rohan were occupied by the Dunlendings. Now the Dunlendings considered the land to be theirs by right, but then on the occasions that they tried to drive the Rohirrim from the land they were driven back into the hills. Thus there was great enmity between the two people. Therefore the Dunlendings made a pact with the Wizard Saruman, and in return for the promise of their land they interbred with Orcs to provide Saruman with the race of Half Orcs. Thus at Isengard there is a large army of Dunlendings, Orcs and Half Orcs, pledged to drive the Rohirrim from their lands.

Durthang

A castle in Mordor.

Dwarf

At the beginning of time the Valar smith Aulë fashioned the seven fathers of the Dwarves. At that time the power of Melkor was strong in Middle Earth, so the Dwarves were fashioned as a sturdy race, unaffected by cold or heat. They are short and stocky, indomitable, persistent in any endeavour, if sometimes to the point where their

stubbornness is a disadvantage. The Dwarves live deep in the mountain, mining for precious metals. Indeed, the short long bearded Dwarves for all their lack of grace had a strong sense of beauty, and were master craftsmen, both with stone and metal. The Dwarves were staunch allies of the Elves, and in the early wars many were slain in battles against Melkor. Indeed they were the only people to withstand the dragons for they were smiths used to the heat. But they desired the Silmarils of Fëanor and their attempt to steal this led to enmity between the races of Dwarf and Elf. The greatest of the Dwarven kingdoms was that of Moria, or Khazad-Dûm, of which more is said elsewhere. By the time of the War of the Ring all the great Dwarven kingdoms had fallen, and the Dwarves had become a wandering people, with a few small scattered kingdoms, like the Kingdom under the Mountain refounded by Thorin Oakenshield and Dáin Ironfoot.

The Dwarven Ring

The last Dwarven Ring, one of seven made by Sauron and presented to each of the houses of the Dwarves. It was believed that all had been lost, consumed by dragons or recovered by Sauron. One, however, is still present in Middle Earth. If presented to the Dwarves of Erebor they will mobilize.

E

East Emnet

That part of Rohan that lies between the River Entwash that flows out of Fangorn forest, and the great River Anduin into which it flows.

Easterlings

This is the name given to all of the races of men who did not come to the West, but stayed in the East under the evil influence of first Melkor and later Sauron. They were in general shorter and broader than the free peoples of the West, stocky with a swarthy complexion, they wore beards like the Dwarves. They were fierce fighters, often armed with two handed axes, though the various races each had their own specialities.

Edoras

The royal born courts of the Rohirrim. Here was Meduseld, the feast hall of the Kings, with its roof of gold. Hence the King of Rohan was also known as the Lord of the Golden Hall.

Elf

The first born, the immortal Elves, were the chosen people of Eru. The Elves were tall and willowy, fair of face, they had the radiance of the stars in their eyes. Their sight is as keen as that of an eagle. They were free from pestilence, but they could be slain in battle, or perish in flames. They called themselves the Qunedi, the speakers, and they delighted in fine speech and fair song. Lovers of beauty, the Elves were skilled in craft of all forms, especially in those arts that are called magic by men. It was their craft and their pride that brought many of their troubles. Fëanor created the silmarils, great jewels with the light of the trees in them, and it was his refusal to give these up when the trees were destroyed that led to many of the wars between Elves, recounted in the Silmarillion. It was the Elves that fashioned the rings of power, having been tricked by Sauron.

Elfhelm

One of the Rohirrim horse lords.

Elrond

The half Elven keeper of the last homely house east of the sea. Elrond was one of the greatest of the Elf Lords.

Ents

The tree shepherds, or Ents, are among the oldest living creatures in Middle Earth. There are Ents that have lived ever since Yavanna created the trees. They are a slow and determined race, living their lives at the pace of trees. Their own language is full of long and rolling names that tell the whole story of whatever they describe. They have a love of all speech, even the hasty chirping tongues of men. Ents are powerful; they have the strength to rend stone or crush iron. They are generally peaceful, keeping their anger for those who wield axes – they distrust Dwarves and hate Orcs. When roused they can move with surprising effect. However, they are not a plentiful race. The Entwives have disappeared, they left the dark forests to tend the other plants and Melkor's evil seems to have driven them away, so no new Entlings have appeared since, and some of the Ents have become treeish and lost their mobility, becoming Huorurs.

Eomer

Son of Eomund and third lord of the Riddermark, Eomer is one of the Lords of Rohan. He is the sister son of Théoden, that is to say he is Théoden's nephew.

Eowyn

Sister of Eomer, Eowyn is a shield maiden, that is to say a female warrior. Theoden, however, does not approve of her venturing onto the field of battle, and wants her to remain in Edoras and rule in his stead.

Erebor

The lonely mountain, now home of the Dwarven Kingdom ruled by Dáin, this had been for a long time the home of Smaug the Magnificent, the last surviving dragon. The story of how Thorin Oakenshield refounded the kingdom is told in "The Hobbit."

Erech

A hill in western Gondor. Set into its summit is a black stone, brought from Númenóre by Isildur. Here the men of Dunharrow swore allegiance to Isildur and pledged to fight against Sauron.

Erkenbrand

Lord of the Mark, Erkenbrand is in charge of the Westfold of Rohan.

Ethering

A town on the River Ringló in Western Gondor.



F

Fangorn

Is the name of the old forest in Rohan, and of the oldest Ent that lives there and guards it.

Faramir

The second son of Denethor, he was in charge of the Rangers of Ithilien, a special band of Knights of Gondor, who dressed in Forester's Green. They were charged with the defence of Gondor's borders against the forces of Mordor. Faramir was brother to Boromir, and though he had his brother's ability in battle, he lacked some of Boromir's pride.

Frodo Baggins

An exceptional Hobbit, he was the heir of Bilbo the hero of "The Hobbit". When Bilbo left the Shire to live with the Elves, Frodo inherited his House and the Ring. Many Hobbits would say that his being half Brandybuck and having Bilbo's friendliness towards Elves and Dwarves made him unusual, but non-Hobbits would see the comfort-loving, food-loving complacency of other Hobbits.

G

Galadriel

The Elf Queen of the Golden Wood, wife of Celeborn. Galadriel spent much of her youth living with Melian the Maiar in Valinor, and when she returned to Middle Earth she set about building a woodland garden that was based on the Gardens of the Undying Lands. Although Lorien, her Kingdom, is but a mere shadow of those gardens it is still one of the loveliest places in Middle Earth. Galadriel is wise in those crafts men often refer to as magic, and wears one of the three Elven rings.

Gandalf

One of the Council of Five Wizards, Gandalf the Grey, as he was known by men, made especial study of the lore of rings and of Hobbits. He was involved in arranging for Bilbo to join Thorin Oakenshield's expedition to the Lonely Mountain, discovered the true nature of the Ring, and arranged for Bilbo to pass it on to Frodo. He is friend of eagles, known to the Ents, he has the ear of the Lord of the Mark, and of the Steward in Gondor. The Elves have trusted him with one of their three great rings, the Ring of Fire.

Gimli

Son of Gloin, Gimli has accompanied his father from Erebor to Rivendell, with the news that Sauron is looking for the Hobbit Baggins, once known to the Dwarves, seeking a small ring that has been stolen. A staunch fighter, Gimli's axe has shortened the neck of many an Orc.

Glorfindel

An Elven prince resident at Rivendell.

Goblin

An alternative name for Orcs, the foul spawn of Melkor. Black-blooded, red-eyed and hateful, they form the largest part of the armies of Saruman and Sauron.

Goblin Town

A settlement of Orcs under the misty mountains. It blocks the obvious pass across the mountains, East from Rivendell, taken by Thorin in "The Hobbit". It was in the tunnels of Goblin town that Bilbo met Gollum and found the ring.

Golasgil

A man of Gondor, Golasgil is a noble of Anfalas, and leads their troops

Gollum

What is this nasties man asking us these nasty nasty questions for my precious, Gollum? Doesn't he knows whose we are? We are Smeagol, my precious, aren't we, and that Baggins creature stole our precious from us, and we hates him forever, Gollum. It was our birthday present, wasn't it. Thief Bagginses, we hates you forever.

Gollum cuts a pathetic figure, a thin body with overlong arms and legs and a hollow face. It is hard to credit that this scrawny creature is of the same stock as Hobbits. Gollum came upon the Ring long ago, and though it was found by someone else, Gollum took it as his birthday present. The Ring's gift of invisibility gave him power, but made him hated. After he was thrown out by the community, Gollum drifted, till he ended up living in the Goblin tunnels. Here he lived off fish. But the Ring had altered him. Besides prolonging his life it had gnawed into his soul, and he now feels compelled to follow it. But he is marked by the darkness, the Sun hurts him, he is thin and stretched. A mere shadow of his former self, but sly, deadly cunning and not to be trusted an inch.

Gondor

The southern kingdom of the Dúnedain is much reduced from its former glories, facing powerful enemies to the east and south, yet it stands as the last great bastion against the forces of Evil, for in the north Arnor has fallen to the Witch-King. At its height, Gondor had five great cities, two ports, Pelargir and Dól Amroth, and three inland cities. But the evil has arisen in Mordor, and Minas Ithil fell, to become Minas Morgul; Osgiliath has become a ruin; Ithilien, the land around those two cities, a wasteland, and of the three only Minas Tirith still stands. South Gondor, the area beyond the Anduin, has become desolate desert, so Gondor is reduced to the coast between the White Mountains and the sea. Yet still there are men there of stout heart, tall and proud like the knights of old. Though they are led now by a steward not a king, for there has not been a king in Gondor for nigh on a thousand years, the men of Gondor will stand to the last against the might of Mordor.

Gothmog

The lieutenant of Minas Morgul, Gothmog is one of Sauron's most trusted generals, barring only his superior the Witch-King, Lord of the Nazgul. Gothmog leads the Morgul Hai, the Orcs from Minas Morgul who wear the white moon, while the Witch-King takes over all control of the armies.

Grimbold

A lord of the Rohirrim. Present in the muster of the Eorlingas at Edoras.

Mount Gundabad

A tall peak at the northern end of the Misty Mountains. It is infested with Orcs.

H

Harad

The land to the far south. Harad is divided into near Harad, just to the south of Khand and far Harad beyond Umbar. The Haradrim are Easterlings that moved into the lands of the south long ago. They are swarthy men, dark skinned and short. Among their armies strange beasts are often seen.

Henneth Annun

The window on the West. A waterfall in Ithilien, and hidden behind it a secret chamber, used by the Rangers of Ithilien in their patrols from Gondor.

Hirluin

A lord of Gondor, Hirluin led the men of Pennarth Gelen.

Hobbit

Quite where Hobbits came from is a mystery, for there are no records of their existence before the Third Age of the Sun. They are a small people, around three feet in height, and less stocky than Dwarves, even when not much shorter. Also, unlike Dwarves, they have no beards, though their feet are covered in thick hair. Although there are reports of Hobbits travelling across Middle Earth at the beginning of the Third Age, they had long since settled in the Shire by the start of this tale. They are comfort-loving, and like at least four good meals a day, with snacks in between if they are hungry. Though they appear as soft as butter, they can surprise even the wise with their resilience and strength in times of trouble. For the most part, however, they like a simple life, tending their land and compiling complicated genealogies, Hobbits reckon kinship much further than the Big Folk (as they call humans) do. They are a peaceful folk. The last battle in the Shire was a combined effort to repel wolves that had broken in from the old forest one foul winter. Though they claim they sent archers to the Battle of Fornost no record exists elsewhere of their presence. Hobbits are not users of magic, though their skills in hiding and moving quietly are such that some may think that they do use magic to disappear. Indeed it was for those skills that Gandalf the Wizard chose Bilbo Baggins to be the burglar for Thorin Oakenshield, and it was then he acquired the Ring, which led to the involvement of Hobbits in this great adventure.

Hobbiton

A large Hobbit village in the west farthing of the Shire. Although Hobbits prefer to live in holes, especially the large rambling many roomed family homes known as Smials, in the villages there are many houses built above ground. Frodo's hole, Bag End, is in Hobbiton.

Hollin Gate

The great western gates of Moria. In past times they stood open, now they are shut. Decorated with the symbols of both the Dwarves and the Elves, the gates are a tribute to past friendship of those two people, now estranged. On the door are carved the Elvish words "Pedo melon a menir", Speak friend and enter.

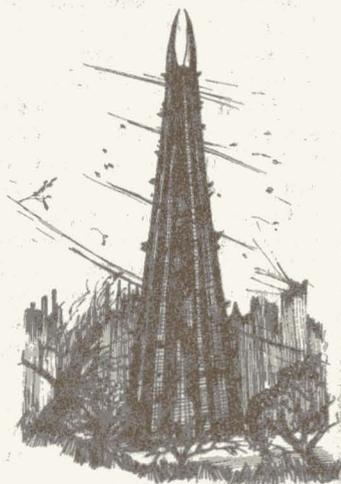
Hornburg

The Rohan fortress of Helm's Deep is built into the side of the Thirhyrne – a peak of the White Mountains. The fortifications are based on a narrow ravine that leads from the green coomb, deep into the mountain. The Hornburg stands at the entrance of the cleft, on a heel of rock that jutted out from the North. This is an ancient tower, built by the men

of old. From the base of the rock a wall runs across the mouth of the vale, Helm's Gate as it is called, and before this a dike. Through all these defences ran the Deeping Stream, which added another barrier for attacking forces to cross. At the far end of the valley there were vast caverns, which formed the last line of defence. In all it was a formidable redoubt, and if stocked with food and manned well it was capable of holding off an invading force many times the size of the defence.

Huorn

In the beginning there were Ents and trees. Over the years, however, subtle changes have taken place. Whether the presence of the Ents has given some of the trees movement, or whether some of the Ents have changed and become more like trees, it is hard to say, but now there is a third race in the forest, neither Ent nor Tree but somewhere between. These are the Huorns. They are trees that can move and talk, standing for long periods of time, still in the depths of the forest. Like Ents, when roused they can move swiftly and act with great strength.



I

Imrahil

Prince of Dol Amroth, the great port of Gondor. Leader of the Knights of that fair city.

Isen Ford

Below the great Tower of Orthanc, the fords of Isen provide a natural defence for the Rohirrim from the Orcs and others that muster at Isengard under Saruman's banner of the White Hand. Since this is the only crossing point on the river, the Rohirrim will try to hold this for as long as possible, before retiring to the great fortress of Helm's Deep on the Hornburg.

Isengard

The great fortress at the southern end of the Misty Mountains, it is a great natural defence, a wide circle of rocks standing alongside the River Isen, with at its centre the Tower of Orthanc. It was given by the people of Gondor to the Wizard Saruman, while he still fought the Dark Lord. Now Saruman has fallen into evil ways, and Isengard is a dark place. The fires of the forges turn the sky red, as they produce weapons for the ever-growing army of Orcs, Half Orcs and Dunlendings that gather here.

Iron Hills

A range of hills to the East even of the Lonely Mountain. The Iron Hills are home to one of the last Dwarven Kingdoms.

K

Khand

Land of the Vاراigs between Mordor and Harad.

Khazad Dûm

The Dwarfish name for Moria.

L

The Last Bridge

The only safe crossing point of the River Hoarwell. The Last Bridge lies on the Great East Road two thirds of the way from Bree to Rivendell.

Legolas

Son of Thranduil, the King of the Elves of Northern Mirkwood. Legolas is one of the greatest Elven archers. Legolas's sight is keen even for an Elf.

Linhir

A town in southern Gondor, at the confluence of the Rivers Gilrain and Serni, where they flow into the Bay of Belfalas.

Lorien

The Golden Wood, Lorien is the woodland kingdom of Galadriel and Celeborn. Here the Elves have tried to recreate in Middle Earth the great Gardens of the Undying Lands. As with most places associated with Elves, Lorien is a magical place. Once here, it is easy to lose all track of time. However, first you have to gain admittance, for the Elves are defensive in these troubled times.

Lossarnach

A province of Gondor. Lossarnach lies immediately to the South and West of Minas Tirith, the great citadel, stretching down to the port of Pelargir.

M

Maiar

When Eru created Middle Earth, his first thoughts called into form the immortal spirits. The greatest of these were the Valar, who are called gods by men, but alongside these there were the Maiar. Sauron himself was a Maiar, as were the Balrogs and dragons and other great fell beasts that led Melkor's armies. The Wizards too are Maiar, but they have left many of their powers behind in the Undying Lands, and come to Middle Earth as old men. When they have great purpose, or great evil, it is possible for Maiar to survive the loss of their earthly bodies, and return in another form.

Meriadoc Brandybuck – Merry

The Brandybucks are regarded by most other Hobbits as being one of the more adventurous families. After all, they do not live in the Shire proper, but over in Buckland

on the wrong side of the river, and far too close to the Old Forest. They also were interested in boats. Merry is no exception. Like all Hobbits he likes good food, good company, and smoking pipeweed. Yet he is also valiant, strong-hearted and true. Merry is one of Frodo's closest friends.

Minas Morgul

The Tower of Darkness, Minas Morgul is the name now given to the ancient Gondorian Town of Minas Ithil, the Tower of the Moon, but it fell to the dark power and is now a place of evil. Minas Morgul is the realm of the Witch-King, Lord of the Nazgul, but its armies are commanded by his lieutenant Gothmog.

Minas Tirith

Citadel of Gondor, the Tower of Watching, originally called Minas Anor, Tower of the Sun, and twin city to Minas Ithil. Now that the Dark Lord has corrupted that place, Minas Tirith stands as the bastion against the armies of the East. Its defences are many, starting with the Rammas Ecthor, the great dike that surrounds the Pelennor Fields. Minas Tirith itself is a great walled city, set into the side of the hill. The citadel at the top of the mountain is seven hundred feet above the entrance to the city. Here is the court of the steward, Denethor.

Mirkwood

Originally a pleasant place, known as the Greenwood. The dark sorcerer set up his fortress in Dol Guldur, and turned Mirkwood into a place of evil. Southern Mirkwood is home to Orcs, spiders and other foul creatures. Yet Elves still live in the north of this great forest, under their King Thranduile.

Morannon

The Black Gate of Mordor. The Morannon stands in the North Eastern corner of that blighted land. They are two great iron gates set in a stone arch, topped with battlements. The gates are protected by the towers of teeth and walls and fortifications of colossal size.

Moria

Once the greatest kingdom of the Dwarves, Moria, or Khazad Dûm as it is known in the tongue of the Dwarves, is tunnelled out of the Misty Mountains. Its great wealth was based on the deposits of the metal Mithril, known as true silver. Lighter and stronger than base silver, it was prized above all other metals by Dwarves and Elves alike and could only be mined in Moria. At its height no place on Earth could match the splendour of Moria's caverns, lit by great lamps covered in carvings and jewels, each passage brought new delights. But the Dwarves mined too deep, and disturbed a Balrog that was sleeping under the Mountain. This terrible demon raised an army of Orcs and Trolls, and with its aid drove the Dwarves from the Mountain. Now the lamps remain unlit, the gates stand closed, and Moria lies in ruin.

Mordor

The dark kingdom of the east. Home of Sauron the Maiar, and his armies of Orcs, Trolls and evil men, led by Ringwraiths. Mordor is a desolate place of ash strewn wastes and deserts. Mordor is a name to be said in whispers, a place to avoid unless you are a hero of stout heart.

Mouth of Sauron

Without the Ring, Sauron cannot take a material form. Therefore he stays in his Tower of Barad-Dur, and the Mouth of Sauron relays his pronouncements to the rest of the world.

N

Nazgul

After Sauron had the Rings of Power made, he distributed them to the leaders of the peoples of Middle Earth. He gave one to each of the seven fathers of the Dwarves, three to the Elves and nine to the Kings of Men. Of all these, Men proved the easiest to bend to his will. The nine kings, though they lived long through the power of the Rings, eventually faded, till they were no more than shadows. Yet their power was still great. Through fear and sorcery they worked, though they were completely under the dominance of the Dark Lord. They were the nine, the Ringwraiths, the Nazgul. They wore robes of black to give themselves a shape in which they could talk to others, and rode black steeds or fearsome winged beasts that fly faster than the wind.

O

Old Forest

The name that the Hobbits give the dark woods to the East of the Shire. If all the Hobbit tales were true, this would be a dark place indeed, full of Goblins and Wolves, but any Brandybuck will tell you that these are but bogey stories for children. Yet the Old Forest is dangerous, for cut off from the influence of the Ents, this fragment of the ancient forests that once covered Middle Earth, has turned evil. The trees resent strangers, and they can trip or snare travellers, or even shift so the paths change. Worst of all is the Willow Man down by the River Withewiddle. Few can avoid his mazes, for he is old and cunning, and rotten to the core.

Orc

In the first Age of the Stars, back at the very beginning of the world, when the Elves first appeared, Melkor captured some of that fair race, and from them he bred the race of Orcs. Orcs are all that Elves are not, coarse featured, stunted, bow legged, they were nevertheless strong. They also fought with excessive ferocity, and little fear of death, which may have been preferable to their existence. The Orcs had no sense of beauty, their only pleasure was in creating pain in others, and no craft, relying on plunder. Their guttural tongue, the Black Speech, was harsh and discordant, especially when compared to the rolling sounds of Elvish speech. As with all of Melkor's spawn, they feared the light, preferring the night. Although light pained their eyes, it was not fatal to them as it was to Trolls. Orc units bore banners or shields painted with various designs, depending on their allegiance. The Orcs of Isengard bore the White Hand, those of Mordor the Red Eye, from Minas Morgul they bore a White Moon like a skull, and so on.

Orthanc

Saruman's tower built at Isengard.

Osgiliath

One of the five great towns of Gondor, Osgiliath stood by the River Anduin, half way between the twin cities of Minas Anor and Minas Ithil. When Minas Ithil fell to Sauron – to be renamed Minas Morgul – and the land of Mordor was created, Osgiliath had not long to survive. Eventually a host of Orcs came from Mordor, and sacked the town, destroying its great stone bridge. Now it is a ruin, a memory to earlier glories.

P

Pelargir

Southern Port of Gondor at the mouth of the great River Anduin.

Peregrin Took – Pippin

The Took family is another of the great families of the Shire, holders of the office of Thain. Indeed, Bilbo is himself half Took. The Great Took was the last Hobbit to go off on adventures before Bilbo, so it is not surprising that Peregrin, or Pippin as he is more commonly called, would be one of the Hobbits to accompany Frodo. Unfortunately, Pippin sometimes allows his curiosity to overcome his good sense, and so occasionally causes severe problems for those around him.

Pinnath Gelin

The green ridges, a range of hills in the South West of Gondor.

R

Radagast

The Brown Wizard, Radagast made especial study of birds, animals and plants. He can even speak the language of birds. Even the Ents regarded his knowledge of the trees with reverence. His knowledge of herb lore was unmatched by any man's.

Rangers

Men of the woods, gaunt faced and often silent, they were treated by the common folk as strange and dangerous. In their common garb of leather boots and green cloaks they cut a striking figure, especially as they were commonly taller than other folk. They were often seen wandering throughout the North, though few knew to what purpose. They were in fact the last remnants of the nobles of the Kingdom of Arnor.

The Red Arrow

This symbolises the old alliance between Gondor and Rohan. It is used to call the forces of Rohan to aid Gondor in times of crises. Taking this to Edoras will mobilize the horsemen of the Riddermark.

Red Eye

Now that Sauron has lost the Ring and has no body, he appears as a great lidless red eye, like that of a cat. This is taken as the symbol of Sauron and is worn by the members of his army, as opposed to the White Hand worn by the followers of Saruman.

Rhovanion

The land East of the Misty Mountains along the bank of the great River Anduin. Most of Rhovanion is now covered by the great forest of Mirkwood.

Rhûn

The land of the East, stretching from Mordor in the South to the Iron Hills in the North, and an unknown distance to the East. Rhûn is the home of the Easterlings, Balcoths and the Wain riders. Having lived under the influence of Sauron for so long the people of the East are his staunch allies, and will make up a large part of his armies.

Rings

Sauron tricked the Elves into making nineteen Rings. Of these nine were given to Kings of Men, whom he bent to this will and made into the Nazgul. Seven he gave to the Fathers of the Dwarves. Of these, three he has recovered and three have been devoured by Dragons and are lost, but he was unable to bend the Dwarves to his will. The final three remained with the Elves, who hid them from him. To them he added the One Ring, which he forged himself. He lost this when Isildur cut the finger from his hand. This is the Ring that has now come into Frodo's possession.

Rivendell

Home of Elrond half elven, this was a place of song and tales, described as the last homely house by Bilbo on his journey to the Lonely Mountain. Although now a place of joy, it was built as the last defence against Sauron, before the men of Númenóre came and drove him back.

Rohan

The great fertile plain of Rohan, bounded to the South by the White Mountains and to the North and East by the River Anduin, provides the luscious pasture that feeds the herds of the Horse Lords, the Rohirrim or Eorlingas. Following their King Eorl, the Rohirrim came down from the North to settle these plains. It was their arrival that drove off the Balchoth, and thus began the alliance between the people of Rohan and Gondor whose rulers ceded the territory that is now Rohan from their northern provinces. The Rohirrim are born warriors, bred to the saddle. The host of Eorl makes an impressive sight as they ride to battle, the tips of their spears and their polished mail gleaming in the sun, their long blonde hair blowing in the wind, that spreads the green pennants marked with the white horse, echoing the proud steeds that they ride. Normally they are a most hospitable people, but in these troubled times they are wary, for the "Annals of the Kings" is full of the times when they have ridden to war.

S

Sam

Sam Gangee is the gardener at Bag End. Sam is devoted to both Bilbo and Frodo, though he was the source of Merry and Pippin's information about Frodo's plans. Sam is slightly afraid of Gandalf – especially if he thinks he is about to be turned into a toad – however nothing else can frighten him. He will defend Frodo against any odds. Aside from that all he wants is to see some Elves and improve his garden.

Sarn Ford

A ford on the Brandywine River on the western border of the Shire. Sarn is the elvish word for stone, indicating that this was a ford by means of stepping stones.

Saruman

Head of the Council of Wizards, Saruman the White was the greatest of their number. Skilled in sorcery, Saruman long studied the ways of Sauron, and especially the lore of Rings. Eventually he grew proud and desired power for himself. He was granted the Tower of Orthanc at Isengard by the stewards of Gondor, and he made this his base. Here he found a palantir, and it was through this that he fell under the influence of Sauron, for

while using the stone to view far areas of Middle Earth, he was seen by the Red Eye. From then on Isengard became a place of evil. Saruman was always wise in the ways of engines, and here he built various engines of war. Here too he gathered an army of Orcs and Dunlendings, along with his new breed the Half-Orcs. Saruman took the badge of the white hand and renounced his white cloak for a new cloak, and he became Saruman of the Many Colours.

Sauron

The Dark Lord, Sauron is a Maiar, he was the chief disciple of Melkor and when the other Valar finally overthrew his master, Sauron claimed repentance. But evil ran deep in his heart and he soon reverted to his previous ways and took on the mantle of the embodiment of Evil within Middle Earth. At the beginning of the Second Age he tricked the Elven smiths into making for him nineteen rings of power, which he distributed to the Lords of the people of the West. And in the fires of Mount Doom he himself forged the master ring into which he put much of his power. Isildur managed to cut the finger from Sauron's hand, but after that victory the ring was lost. Without the ring Sauron's power is diminished, and he cannot take a solid form, appearing instead as a great lidless red eye, like that of a cat, full of malice. But his evil remains as long as the ring is not destroyed. If he can only find the ring...

The Sceptre of Annuminas

This is part of the lost regalia of the King of Arnor. Traditionally it is carried by the King's messenger. Presenting this to the King of Gondor will prove the validity of the message. Therefore it can be used to mobilize their forces.

The Shire

The land of Hobbits, in the North East of Middle Earth. A green land of rolling hills and gentle slopes, sheltering small villages. The fertile soil and pleasant climate makes this a rich land. The Hobbits live their well-ordered lives without a care, wanting no more than time to eat or to drink and smoke in one of the many prosperous inns. The Mayor of Michel Delving, being the only elected official, seems to have to do little but to ensure that the post Hobbits actually deliver all the mail.

The Silver Orb

Crafted by the High Elves in Valinor before the world was reshaped, this outstanding piece of Elven workmanship has been lost for millennia. Presenting it to the Elven King Thranduil will cause the elves to mobilize.

Southrons

An alternative name for the Haradrim, most often applied to the people of Far Harad.

Spider

The Great Spiders that inhabited Middle Earth in those days, the offspring of Ungoliant, were as to their modern kin as dragons are to the lizards of today. Ungoliant herself was bred to devour the Trees of the Valar, and would have devoured Melkor as well, if the Balrogs had not driven her back. Though Ungoliant has passed, there are still many great and powerful spiders in the land, the greatest of these being her daughter Shelob. Armed with venom on her beak and horns, with claws of iron, her hair was spikes of steel and her underbelly covered in poison. She could spin black webs, and vomited darkness. Her skin was thick and invulnerable, the only weak points being the great clusters of her eyes.

T

Thranduil

The King of the Sylvan Elves in northern Mirkwood and the father of Legolas.

Thranduil's Palace

Known in "The Hobbit" as the Elven King's Halls, Thranduil's Palace stands at the Eastern edge of Mirkwood, on the river above the Long Lake and the town of Esgaroth in Dale.

Theoden

King of the Golden Hall, Lord of the Mark, Theoden son of Thengel is the King of Rohan. At his word the host of the Eorlingas will ride forth to battle.

Theodred

Rohirrim horse lord who leads the defenders of the fords of Isen.

Tower Guard

Knights of Gondor. With their silver and mithril armour, covered with a black surcoat emblazoned with the white tree and seven stars, and their high helmets decorated with swans' wings, the Tower Knights are the closest thing in Middle Earth to the ancient warriors of Númenóre.

Treebeard

Human name given to the Ent Fangorn, chief of the tree shepherds in the great forest that bears his name. Fangorn is one of the few Ents to remain lithe limbed.

Troll

Large, twice the size of a man, powerful, though not with quite the stone rending strength of Ents, and lacking wit. The Trolls were bred by Melkor in imitation of the Ents, much as the Orcs were his perversion of Elves. Many Trolls could not speak at all, most had but a small and faltering grasp of the Black Speech, but there were some who could talk and reason. Though for the most part Trolls' lack of intelligence made even the brightest easy to outwit, their sheer size and strength, combined with their skin of living stone, made them enemies to be feared. As with other creatures of darkness, they cannot abide in the Sun, as its light made their skin grow inwards and turned them into lifeless stone.

Towards the end of the Third Age Sauron bred the Olog Hai or Half-Trolls. They had the strength and armour of a Troll, combined with the reasoning of an evil man. Added to their fangs and teeth, they carried large shields and wielded great stone hammers. As long as Sauron turned his will towards them they could endure the light of the Sun. While Sauron could control them, these were a frightening force, capable of much destruction, for they had both the great strength of the Trolls and the wit to use it well.

Tuckborough

A Hobbit village in the West farthing of the Shire.

U

Umbar

The southern port, originally founded by the Black Númenóreans, followers of Sauron who escaped the fall. Umbar was long the home of pirates. Although Gondor subjugated the original town, it later rebelled, and was once again the home of the Corsairs.

Undying Lands

Also known as Valinor, these lands are the home of the Valar. They used to be in the West of Middle Earth, but after the fall of Númenóre and the reshaping of the world they were withdrawn. Now, the only way to reach them is in one of Cirdan's white boats that sail from the Grey Havens.

Úruk Hai

The name for Orcs in their own Black Speech.

V

Valinor

The Undying Lands.

Varaigs

From the land of Khand that lies immediately to the South of Mordor came the Vاراig People. Closely related to the Haradrim and the Easterlings, the Vاراigs were long-standing allies of Sauron, fighting alongside the men of Near Harad and the Orcs and Trolls from Mordor and Morgul.

W

Wain Rider

A race of Easterlings from the lands of Rhûn, the Wain Riders were chariot warriors. They were often at war with the men of Gondor, allied to the men of Harad and with the help of the Ringwraiths they were often at war. At their height they ruled all of Rhovanion, but they were eventually driven back. They are still allied to Sauron, and will form part of his great army.

Wargs

Wargs are large powerful wolves, especially linked to Orcs, for they are used as mounts by those foul creatures. It was noted that in the battle of the five armies, it was the Orcish cavalry, mounted on Wargs, that caused most damage. It is certain that they will once again form an important part of the evil forces.

Waymeet

A Hobbit village in the West Farthing of the Shire.

Weather Top

Southern most of the Weather Hills, Weather Top lies on the Great East Road. It was once crowned by a great watch tower – Amon Sul, built by the Kings of Arnor. However, now there is nothing but a circular ring of stones crowning the top of the hill.

White Hand

The badge of Saruman the White, worn by the Orcs and others under his command. Thus Orcs of the White Hand owe their allegiance to Saruman, while Orcs of the Red Eye follow Sauron. Now that Saruman has taken a many-colour raiment, it is noted that the White Hand has blood-red nails.

Wights

These fierce spirits came from the Witch Kingdom of Angmar. They fear the light of the Sun, and spread over the land looking for safe, dark places to hide and bodies to take over. They were made of the very stuff of darkness. They could take whatever form they chose, but preferred to occupy other bodies. While they prefer the bodies of men, they were not adverse to Hobbits. They had a voice that hypnotised their victims and an icy grip like the jaws of a trap. Once they had caught a victim, they would take him into their dwelling place and sacrifice him with due ritual. In the darkness, only the most powerful charms would keep them at bay, but in the light of the Sun they faded like mist and were killed.

Wild Men

Also known as Woses, the wild men of the woods live almost as beasts, naked among the trees, avoiding the company of all save their kin. They were short, with thick stumpy limbs. Their wood craft was unmatched by any outside the forest. They fight with darts and arrows, often dipped in poisons extracted from their plants in the forest. With the rise in power of Sauron, the Woses are constantly harried by Wolves and other evil creatures that come into their forest. And so, though they have no need or desire for contact with the other peoples of the West, they may become allies in order to clear their forest of these malevolent forces.

Witch-King

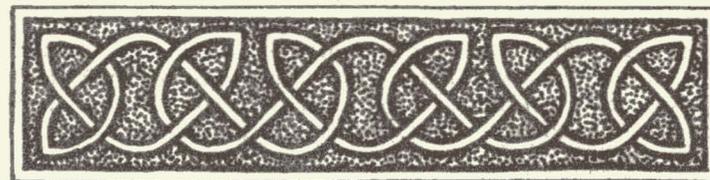
A great sorcerer, the Witch-King of Angmar was the greatest of the nine Lords of Men who received rings of power from Sauron. He ruled first the northern kingdom of Angmar and later in Mordor. He is the Lord of the Nazgul. It is said that he cannot be killed by mortal man.

Wizard

There were five Wizards, known as the White Council, or the Istari. They were sent from the Undying Lands into Middle Earth to aid the free peoples in their battle against Sauron. In Middle Earth they appeared as old men dressed in long robes. The legends of the people of the West talk of only three of the five – Saruman the White, leader of the Council, Gandalf the Grey, and Radagast the Brown, though they mention that the other two worked further East and took the colour blue. They were sent into the land with few powers, save those they could gather there, and they wore no rings, but each had a staff.

Wolves

These great grey beasts were one of the many spawn of Melkor, bred at the beginning of the world in the Pits of Utumno. Though in these later days, after the fall of Melkor, Wolves are of lesser stature than those of former times, they are still formidable beasts. Wolves are often found associated with Orcs in the armies of both Sauron and Saruman.



A BIOGRAPHY OF PROFESSOR J.R.R. TOLKIEN

John Ronald Reuel Tolkien is remembered for his imaginative writings and the lasting creation of Middle Earth. However, he was also a great scholar, being the Rawlingson and Bosworth Professor of Anglo-Saxon at Oxford University. His writing owes much of its power to his store of knowledge about the English language and a deep understanding of myth.

He was born in the Orange Free State, in what is now South Africa, at the end of the last century. However, his mother brought him home to England when he was four, and after his father's death the family made their home at Sarehole, then on the edge of Birmingham. Although this is a great industrial city, their home was in the countryside.

His mother died when he was twelve, leaving Tolkien and his brother orphans. They were taken in by a priest of the Birmingham Oratory, who made them both wards.

Tolkien went to the King Edward VI School in Birmingham. From there he went up to Oxford, where he read English at Exeter College, gaining first class honours.

He married Edith Bratt, whom he had met in Birmingham. Their marriage was very happy. Edith appears in his writings as Luthien in the Silmarillion.

The great war intervened in Tolkien's life, as it did in others. He served in the Lancashire Fusiliers as an officer, and survived the Somme, though many of his close friends and colleagues died. His respect for the common soldier under the great stress of war shows through in his later writings, where the Hobbits show great strength in Mordor, previously unseen by others or even themselves.

After the war he got a job, working on the New English Dictionary, but in 1920 he was appointed reader in English at Leeds University. Four years later he was promoted to Professor, which is the highest academic rank in British universities.

It was at this time that he started writing. At this stage he thought of his tales as being a new mythology for England. These early works, which laid the basis for all his later works, are now published as *The Book of Lost Tales*.

In 1925 he was elected to the Professorship at Oxford. He specialised in Philology, the study of words, and was among the most accomplished scholars in this field. His love of words led him to work on a series of languages for the Elves, and from this he worked on their history. It was these writings that later became the *Silmarillion*.

He also had four children and wrote several books for them. Of these, "The Hobbit" is of course the best known. This was published in 1937. Stanley Unwin, the publisher, asked for a sequel. Professor Tolkien was sceptical at first, but inspiration struck and he started work.

Unfortunately war again intervened, and so this book took nearly twelve years to write. It blossomed into much more than a sequel, being not a book for children, but a great saga for adults, "The Lord of the Rings".

Tolkien retired shortly after the publication of this work, and left Oxford for the coastal resort of Bournemouth, but when Edith died he returned to Oxford and his family. He himself died two years later on the 2nd of September 1973, aged eighty one. He is buried alongside his wife in an Oxford cemetery, under their real names and the names of the two lovers he created, Beren and Luthien.

Although Tolkien's vision was mainly channelled into his writings, he also drew many pictures and sketches, both in pen and ink and in water colours, and produced wonderful detailed maps of his lands. The pictures appear as covers to some editions of his works, and have been gathered into a book of their own.

After his death, his son Christopher, aided by the Canadian writer Guy Gavriel Kay, set about editing his earlier mythological works. These eventually appeared as the *Silmarillion*, a great sweep of history and myth. To this was added the *Unfinished Tales*, and currently being published *The History of Middle Earth* series, where all the earlier versions of the works have been gathered.

Besides the Middle Earth cannon of works, Tolkien's children's books are delightful stories for those of any age, who are young at heart. Also available are his translations from the Anglo-Saxon, and several scholarly essays.

Tolkien never expected his works to achieve the popularity that they have, thinking that they would only have interest to a minority. Yet his vision of Middle Earth, rooted in his love for the English countryside, be it the green woodlands of the Midlands in Warwickshire and Oxfordshire, or the rolling Pennine hills of Yorkshire, caught the spirit of the time, and has proved the inspiration for many other writers and artists, including the authors of this game, Ted Nasmith the cover artist and myself, your humble scribe.

If you wish to learn more of the Professor's works, there is a society dedicated to the furtherance of interest in his life and works. This is the Tolkien Society, an international society registered as a charity in the United Kingdom. Inquiries should be sent to: The Secretary, Anne Haward, 35 Amesbury Crescent, Hove, East Sussex, BN3 3RD.

Stamped addressed envelopes or international reply coupons are appreciated with all correspondence, and will hasten a reply. The society cannot, however, answer any queries concerning this or any other game based on Tolkien's works, which should of course be addressed to Melbourne House.



BOOKS BY PROFESSOR J.R.R. TOLKIEN

Middle Earth Books

The Hobbit

The Lord of the Rings, also published in three parts.

I) *The Fellowship of the Ring*

II) *The Two Towers*

III) *The Return of the King*

The Adventures of Tom Bombadil

Pictures by J.R.R. Tolkien

With Donald Swann

The Road Goes Ever On Settings of songs featured in the other works.

Edited by Christopher Tolkien

The Silmarillion

Unfinished Tales

The History of Middle Earth Series – early versions and other writings

I) *The Book of Lost Tales Part One*

II) *The Book of Lost Tales Part Two*

III) *The Lays of Beleriand*

IV) *The Shaping of Middle Earth*

V) *The Lost Road*

VI) *The Return of the Shadow – The History of the Lord of the Rings Part One*

Other Children's Books

Farmer Giles of Ham

Mr. Bliss

Smith of Wooten Major

The Father Christmas Letters (edited by Baille Tolkien)

Scholarly Works

Sir Gawain and the Green Knight, Pearl and Sir Orfeo (annotations of classic English tales by other authors)

The Monsters and the Critics (A collection of essays)

The Letters of J.R.R. Tolkien (edited by Humphrey Carpenter)

Finn and Hengest (edited by Alan Bliss)

Other Writings

Tree and Leaf

Poems and Stories

This is based on the British, Unwin Hyman, publications. In America the minor works have been published in slightly different collections.

There are also a number of critical works dealing with Middle Earth, biographies of Tolkien and the Inklings, etc.