

The visual representation will normally only be shown to you the first time you enter that particular location. If you wish to refresh your memory as to exactly where it is you are, you may enter the command LOOK.

This visual image is an artist's impression of the scene and will not change as the game progresses.

SPECIAL COMMANDS

There are a number of special commands that are unique to THE HOBBIT Adventure. These are: LOOK (or abbreviation L): This gives you a full description of where you are, all exits, and all visible objects except for what you are carrying.

INVENTORY (or abbreviation I): This gives you a description of everything you are carrying.

EXAMINE object: This enables you to have a closer look at any object you may encounter.

WAIT: This allows the passage of time.

@: (does not require ENTER or RETURN key to be pressed) This is an exceptionally useful key which performs the function of "DO LAST COMMAND AGAIN". This command can only be used as the first entry in a line. PRINT: This command turns on your printer (if you have one connected to your computer), and sends the contents of "Adventure window" to the printer as well as to the screen.

This is very useful in trying to solve the problem of THE HOBBIT, as it allows you to go over the events of the day at your leisure. The printout of the "Adventure window" makes excellent reading - comparable to a novel, but one in which you decide on the course of action.

NOPRINT: This command disables the PRINT printer function.

SAVE: This command allows you to save the data about your Adventure thus far onto tape for later playing. When you have finished SAVEing your progress thus far, the game continues normally. The SAVE feature is very useful if you have progressed deep into Wilderland and don't want to start from the beginning again should you accidentally get killed.

LOAD: This command loads from tape the previously saved Adventure.

QUIT: Restarts the game.

SCORE: Tells you how you are going.

PAUSE: Suspends the game until any key is pressed.

USING ABBREVIATIONS

It is possible to be extremely brief with the computer and still be understood perfectly well. Obviously, though, the briefer you sentence or abbreviation, the more likely the possibility of misrepresentation.

It is also possible to type in less than a full sentence and if there is no mistaking your intention, the computer will do what you wanted:

You are in a comfortable tunnel like hall

To the east there is a green door

You see: a wooden chest

Let us assume you want to open the door, you would obviously say:

OPEN THE GREEN DOOR

You could, however, also be brief and say

OPEN.

In this case, the meaning may seem obvious to you, but in fact the computer knows it is also possible to open the wooden chest, and the computer will therefore ask you:

OPEN WHAT?

You have a complete choice of answers here, including typing in a new sentence altogether, or just the object you want to open. Let us assume that you answer the query with:

OPEN WHAT? ALL

The computer will now process your instructions and you will see on the "Adventure window" the results of your instructions:

- You open the green door. -

- You open the wooden chest. -

If you were now to again enter the command OPEN, the computer would tell you, very reasonably: I see nothing to open.

Note that if you typed in the full sentence

OPEN THE DOOR

the reply from the computer would have told you:

The green door is open.

There is a price to be paid for being too brief!

ANIMATION IS HERE

Amazing as it sounds, all the other characters you will meet in THE HOBBIT have an independent character of their own.

This is another unique feature of THE HOBBIT which distinguishes it from most other microcomputer games. Each character or creature is capable of performing a wide range of actions and of making decisions based on what is happening. Just as in real life, they are doing something almost all of the time - they are animated!

Each character will follow a course of action that is in keeping with its character, and obviously the specific actions they take will be different each time you play THE HOBBIT.

They will react in some way, not only to what you do, but also to what every other creature they come in contact with does! Even when you're not around, they will go about their business.

Because of this unique feature, you will find that each time you play THE HOBBIT things will proceed in a slightly different way, and the further you get into the Adventure, the more different it may be. While this also means that there is no unique solution to solving the problems in THE HOBBIT, it also means that you will face slightly different problems each time you play THE HOBBIT.

This is not an Adventure that you will play only once! Every time you start you will be on a new Adventure.

Time marches on

THE HOBBIT is played in real time - this means that things happen as time goes on. The only time the computer doesn't do something is when you are entering a new instruction.

If you just sit and watch the screen you will find that after about 30 seconds, the following message will appear:

- You wait. -

Time passes

And while you wait every other creature will be doing its own thing.

TALK TO THE ANIMALS

THE HOBBIT features ANIMTALK, the amazing implementation that allows you to talk to the other creatures in the Adventure.

Now, at last, you can answer questions the other creatures may put to you, and moreover, you can say to the other creatures what you would like them to do.

Of course, because every creature in THE HOBBIT is animated through ANIMATION, they will make up their own minds and decide if they want to do what you suggested.

The format is exceptionally simple. You enter SAY TO whomever "sentence".

For example,

SAY TO GANDALF "READ MAP"

If he wants to he may do it, or you may see the message:

- Gandalf says "No!" -

You must have the message you want to say between quote marks and all the normal rules of ENGLISH apply to what you say to the other creatures.

Try not to say too much to one person at a time, because if you are long winded they will think you are a bore and will tend not to agree to help you. It is a good idea for the same reason to try to limit the use of ALL in commands to other creatures.

Prepositions: ACROSS AT FROM IN INTO ON OUT OFF THROUGH TO UP WITH

Adverbs: CAREFULLY GENTLY QUICKLY SOFTLY VICIOUSLY

COMMODORE HOBBIT

INSTRUCTIONS FOR LOADING

Put cassette in recorder, to load type LOAD and press RETURN.

FINDING YOUR WAY IN WILDERLAND

The four special keys for fast movement are the ARROW keys, and there is no need to press RETURN when using these keys.

SPECIAL COMMANDS

When SAVEing the game, you will be asked for a file name. If no name is desired then simply hit RETURN.

When LOADING a previously SAVED game, if no name is given when asked for, then the first file on the tape is loaded.

SEEING WHERE YOU ARE ON YOUR COMMODORE

The Commodore key may be used to toggle the normal "adventure" window and the graphic representation of the location.

HINTS FOR THE HOBBIT

The best hints you can get for this Adventure come from the book, THE HOBBIT.

This Adventure follows extremely closely the plot of the book, and if you should find yourself stuck, the best solution is to carefully reread the book.

Some parts of the Adventure have slight departures from the book to make it more interesting - the riddles that Gollum may ask you, for example, are not the same as the book! That would be too easy!

At some points in the game you may use the word "HELP" to get a clue to help you continue. These clues are meant to be somewhat cryptic.

DICTIONARY

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

Special verbs: EXAMINE HELP INVENTORY I LOAD LOOK L NOPRINT PAUSE PRINT QUIT SAVE SCORE

Action verbs: BREAK CLIMB CLOSE CROSS DIG DROP DRINK EMPTY ENTER EAT FILL FOLLOW GIVE GO KILL LOCK PICK PUT OPEN RUN SAY SHOOT SWIM TIE TAKE THROW TURN UNLOCK UNTIE WEAR

Prepositions: ACROSS AT FROM IN INTO ON OUT OFF THROUGH TO UP WITH

Adverbs: CAREFULLY GENTLY QUICKLY SOFTLY VICIOUSLY

COMMODORE HOBBIT

INSTRUCTIONS FOR LOADING

Put cassette in recorder, to load type LOAD and press RETURN.

FINDING YOUR WAY IN WILDERLAND

The four special keys for fast movement are the FUNCTION keys F1, F3, F5 and F7. On the cassette version these keys correspond to the directions of North, East, South and West.

SPECIAL COMMANDS

When SAVEing the game, you will be asked for a file name. If no name is desired then simply hit RETURN.

SEEING WHERE YOU ARE ON YOUR COMMODORE

The Commodore key may be used to toggle the normal "adventure" window and the graphic representation of the location. Once this image has been drawn the first time, it is instantly accessible while the player remains in that location.

MSX HOBBIT

INSTRUCTIONS FOR LOADING

Rewind tape, insert in cassette recorder, type LOAD"", R then press ENTER. Loading will take approximately 15 minutes.

FINDING YOUR WAY IN WILDERLAND

The four special keys for fast movement are the ARROW keys, and there is no need to press RETURN when using these keys. The up arrow is north, right arrow is east etc.

SEEING WHERE YOU ARE ON YOUR MSX COMPUTER

Pressing the SELECT key will bring back the picture that has been drawn.

AMSTRAD HOBBIT

INSTRUCTIONS FOR LOADING

Rewind tape, insert in cassette recorder and press CTRL and the small ENTER key simultaneously.

The computer will prompt you to press PLAY and then press any key.

FINDING YOUR WAY IN WILDERLAND

The four special keys for fast movement are the ARROW keys, and there is no need to press RETURN when using these keys. The up arrow is north, right arrow is east etc.

BBC HOBBIT

INSTRUCTIONS FOR LOADING:

* TAPE * RUN HOBBIT

FINDING YOUR WAY IN WILDERLAND

The four special keys for fast movement are the ARROW keys, and there is no need to press RETURN when using these keys. The up arrow is north, right arrow is east etc. NOTE: Due to memory limitations there are no graphics available for the BBC version.

END OF GAME

If you should happen to be killed, (which is quite possible if you are not careful!) then the game will end. On your cassette, the "NEW GAME" data is recorded near the beginning on both sides. The information is required to be reloaded into the computer to get Bilbo back to the beginning of the game. (Similar to QUIT.) Alternately you may at this stage load the data previously saved to cassette using the SAVE command.

SPECTRUM HOBBIT

INSTRUCTIONS FOR LOADING

Place cassette in recorder, type LOAD "hobbit".

FINDING YOUR WAY IN WILDERLAND

The four special keys for fast movement are the ARROW keys and there is no need to press SHIFT or ENTER - just the keys 5, 6, 7 or 8. The up arrow is north, right arrow is east etc.

CREDITS

The plot of THE HOBBIT, the character of THE HOBBIT, and other characters from J.R.R. Tolkien's novel are copyright ©. George Allen and Unwin Publishers 1951, 1975, 1979 and 1981. The program of THE HOBBIT is Copyright © by Beam Software 1982, 1983, 1984. ENGLISH, ANIMATION and ANIMTALK are trade marks of Melbourne House. The program was written as a group effort by Philip Mitchell and Veronika Megler, with Alfred Milgrom and Stuart Ritchie over a period of 18 months. Conversion to the Commodore 64 was executed by Philip Mitchell and Gregg Barnett. The illustrations are based on drawings by Kent Rees. The cover drawing is by Con Aslanis.

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This compu-novel is based upon the story of THE HOBBIT by J.R.R. Tokien, which is readily available as an Unwin paperback through your local bookshop. Playing this computer simulation game is easier and more enjoyable if the player has read the book.