

The Lord of the Rings: The Fellowship of the Ring FAQ/Walkthrough

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Updated to v2.00 on Nov 20, 2017

Controls

Basic Controls

- **A button:** Action
- **L button:** Open Fellowship menu
- **R button:** Open inventory menu
- **D-pad:** Move charter around
- **Start button:** Pause

Combat Controls

- **A button:** Select item / Target enemy or ally
- **B button:** Cancel
- **D-pad:** Move cursor
- **Start button:** Pause

Inventory Controls

- **A button:** Select item / Accept
- **B button:** Cancel
- **D-pad:** Move cursor / Change
- **Start button:** Pause

Walkthrough

The Fellowship of the Ring for the GBA isn't like most RPG's. You only level up your characters after certain events and defeating enemies grant you no experience points. Most of the enemies you come across are difficult and because they grant you no experience, are better to be avoided. If you are one of the unfortunate souls to be playing this game; let us get through it together.

Hobbiton

Before heading out, explore Bag End and collect what few treasures it holds. In the room where you start there will be a **gold coin** on the floor by the door. Go up through the entrance hall and make a right at the first door, there will be a **bronze coin** on the floor in the second room. In the third room there will be a **sandwich** on the table. Make sure you pick up the **silver spoon** on the first door to the right in the entrance hall and then leave Bag End.

Head left until you hit an end where **dried leaves** will be laying on the ground for you to pick up. Follow the path and stop at the first house on the left after going down two sets of stairs and transition to the next screen.

Go into the room to the right as some text will appear; Pippin will now join your party. Exit this room then head up into the next room and talk with the man who will make you some pipeweed with the dried leaves you have collected. When he asks if you want Longbottom, select 'no', talk to him again and than select 'yes' on **Southern Star**. You can't use it now, but later in the game it will come in handy. Continue to go though the house then out the final door on the left to pick up a **yellow mushroom** in the backyard.

Turn right once you leave the house and continue on until you arrive at another house. Talk to the lady and she will give you a **stick** for your sliver spoons, accept the offer for your first weapon. *Do not* give Frodo the stick, he will receive a better weapon soon. Equip the stick to either Sam or Pippin and enter the next room to pick up the **cabbage** on the floor.

There is a trader outside the lady's house you were just in to the left. The trader will sell you a dagger, a sandwich, and a squib firework. Buy the **dagger** and the **sandwich**, always by food from a trader whenever you get the chance. Equip the dagger on Frodo and head west until you hit Bandy Harfoot's Farm, here you will battle a scarecrow. Walk toward the scarecrow to begin the battle.

The combat is turn-based: you take a turn deciding how your character will react, then your opponent makes their turn deciding how their characters will react. Click on the weapon you wish to use and than click on the enemy you wish to hit. For now it is only one enemy which doesn't fight back. When you have defeated the scarecrow Frodo will have gained a level.

Here are some tips when fighting later on in the game: Attack one enemy at a time. Focus attacking the enemy closest to your weakest character. The enemies attack your characters mostly whoever is straight in front of them, so taking out the ones closest enemy to the weakest characters will help you later on. Pay attention to all your characters health and have the characters in the back heal while the stronger characters with more health do the attacking. The most important tip of all is to protect the Hobbits at all costs. Once you have the whole Fellowship the Hobbits will do you no good, use them to heal and only to heal.

Frodo has gained a level defeating the scarecrow.

Only after matching a certain condition will your characters level up, in this case defeating the scarecrow has allowed Frodo to level up. I recommend leveling up Frodo's health for this level and the next, as late in the game he will be the only character you can control.

Exit the farm and make your way southeast until you reach another house which you can enter by a field. Talk to the man inside who will have you deliver a message to Amos Appledore. Accept it but do not worry about it right now because this message will not reach Amos for some time, exit the house.

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Go west and pick up the **willow withies** in the corner of the fence by the tree. Make your way south until you reach the last building to your right. Enter it and talk to the first man who will make you a **walking stick (stick)** with the willow withies you just picked up. Give either Sam or Pippin the final weapon, whichever doesn't already have a weapon on them. Head south once more and the scene will transition onto the next area.

Green Hill Country

Enemies	Health	Damage	Skill
Warg	30	2-4	18

Follow the path until you encounter a man named Dougal Brackenfast, if you speak with him he will tell you to walk around the Three Farthing Stone for something lucky to happen. Go east a couple steps to see the Three Farthing Stone. Walk around it three times and a **bronze coin** will appear from the ground. There is a house all the way to the west after the Three Farthing Stone, but all there is inside are some notes on singing in the hills, you can ignore this area unless you are curious.

Go up the steps next to the Three Farthing Stone and go northwest. A trader will be selling an old toby, a longbottom leaf, and a stick. Buy either an **old toby** or a **longbottom leaf**. Go to the right and follow the path down until you meet a man who wants some pipeweed. Give him some and he will give you a **dagger**. Equip the dagger to whoever has the stick and then toss out the stick.

Follow the path and up the stairs, the screen will transition to the next area and you will

see your first enemy of the game, a wild dog. Walk toward the wild dog and the battle will commence. Click on your strongest weapon and then the wild dog to easily defeat it, if you happen to get hurt, eat a sandwich to gain your health back.

Follow along the path and then down past a girl to spot a Ringwraith.

Frodo has gained a level for dodging the Ringwraith.

After this encounter with the Ringwraith, Frodo will have gained another level. Once again, I recommend leveling up Frodo's health to stand a greater chance against enemies you cannot skip.

Save your game and go back up to where the lady was standing and then up the stairs to start a more difficult battle. Make sure you save before battles, if you fight you will have to reload your last save point. You will now be fighting three Wargs this time, because you are low on healing items, save them all for Frodo. Have all three of your characters focus down one dog at a time and you should be able to win this battle without too much of a problem. For winning the battle you will earn a **gold coin** and a **red mushroom**.

Make your way into the middle house where you met the Ringwraith and accept the letter from the man. He will tell you to deliver to Sancho Proudfoot in Hobbiton. Backtrack to Hobbiton to deliver the letter to Sancho in Bag End, get the **gold coin**, and then come back in front of the house where you got the letter.

Go southeast into another house where you can buy small leather armor, fine small leather armor, and a squib firework. Buy both armors and equip the fine small leather armor on Frodo and the small leather armor for whichever other Hobbit. Go back to where you encountered the Ringwraith and then go west into the house. A trader here is sealing a red mushroom, a blue mushroom, and a sandwich. Buy all three items before moving on.

Follow the path up and around the corner to the right. Keep moving to the right, go up the stairs and into the house of a gold coin. In some versions of the game you and exit the house and then enter it again to keep getting as many gold coins as you wish.

Go west and meet an Elf who will tell you some notes you need to remember. Go south and then

touch the stumps in this order; low, high, medium, medium.

Sam has gained a level for meeting Elves.

Sam doesn't get attacked much so I would recommend leveling up his skill. If you feel worried about the past two battles you have encountered, you can level up his health. It doesn't really matter much because the Hobbits will be used to heal the rest of the Fellowship once we acquire them all.

Maggot's Farm

Be sure not to steal anything from Farmer Maggot's farm!

A Ringwraith blocks your path so you must go through Farmer Maggot's farm, make your way through his farm and go into his house. Talk to Farmer Maggot and if you didn't steal (pickup) anything you will get two red mushrooms, a sling in Stock, Pippin will level up, and now you can take anything you want from his farm.

Pippin has gained a level for not stealing anything from Farmer Maggot's farm.

Like Sam, it doesn't matter which you decide to level up, health or skill, I preferred to level up Pippin's skill.

Take the gold coin and the bronze coin from Farmer Maggot's house and then the bronze coin, cabbage, blue mushroom, and red mushroom from Farmer Maggot's field and head off to the town, Stock, in the south.

Stock

Enemies	Health	Damage	Skill
Warg	30	2-4	18

Go to the small wooden building in the center of the town and speak with the man in the center of the tavern who will want some pipeweed. Give him some and in return he will give you some cabbage to help you in the next couple of minutes. There is also a trader selling a blue mushroom, a sandwich and a cabbage. Buy the blue mushroom and the sandwich, ignoring the cabbage.

Head to the northeast and into the house to collect the pipeweed on the floor. Go to the house south and collect your reward for not stealing anything in Farmer Maggot's farm, a sling. Have whoever has the stick equipped to equip the sling.

Continue south and fight the two Wargs that await you, with your new armor and weapons this fight will be a breeze. Collect the bronze coin on the ground after the battle and then drop the cabbage in your inventory on the switch to head off to the next town.

Crickhallow

Merry awaits you as you enter the town and takes you to your new home. In the upper room there is a gold coin and a stick for Merry to equip. In the room to the right there is draught and a sandwich. Leave Frodo's home and go into the house to the east to get another sandwich. Back outside, south in the tiny field are some reeds for you to pick up.

Head north, up the stairs and talk to the lady who will make some **bog shoes** for you to cross into the Old Forest with the reeds you picked up. Enter the house right next to here and talk to the man who will buy one cabbage off of you for a **bronze coin**. There is a trader down the stairs and in the building to the west who will sell you a **draught**, **Knife of the Dead**, and **boots**. By all the items you can afford and equip your weapons and armor to the Hobbits who need it the most. Go east and cross the bog with your Bog Shoes where you will enter the Old Forest.

Old Forest

Enemies	Health	Damage	Skill
Spider	8 / 10 / 12	2-4	8 / 9 / 11
Trailing Plant	2	1-2	2

The Old Forest is a maze and all but one path will lead you to the same spot. In the start area there is a **stick**, a **dagger**, and two **red mushrooms** all in different corners of this area. Head southeast two screens to find a stream, cross the two bridges and a tree known as Old Man Willow will grab Merry, taking them out of your party.

Exit this area to appear back at the start of the Old Forest. Go right one screen and then down one screen to find a well. Drop a coin into the well as a tune will be spit back out at you: 1, 2, 3 and 4, leave the area. Head right three screens until you appear at four stumps. Play the notes in this order 1, 2, 3 and 4; Tom Bombadil will appear.

Tom will help you out if you acquire some items for him. First item on the list is a blue feather. Exit the area and go back to the starting area and go left two screens to find Tom Bombadil's home. Make your way south and fight the spiders that are protecting the blue feather you need. Once you have beat the spiders, collect the **blue feather**, exit the screen then go right three screens to return to Tom.

Talk to Tom again and now you must collect some willow withies that will free Merry and Pippin from Old man Willow. From the start of the Old Forest go northwest one screen, then southwest two screens to find the **willow withies** and a **bronze coin**. Go back to the starting area and go northeast, northwest and then northeast. Go in front of Old Man Willow and the willow withies will be planted.

This part is optional and only leads to some items and enemies

Go southeast once then northeast twice from the start of the Old Forest to fight two spiders that will earn you a pair of **boots** and a **yellow mushroom**.

From the start of the Old Forest, head northwest and then southeast twice to meet Acacia Willowthorn who needs your help to free her home of some spiders that made it their home. Head inside and defeat the spiders for your reward, you will have earned yourself a **health potion** and a **bronze coin**.

From the start of the Old Forest, go northwest, southwest twice, northwest and northeast. A man named Hamor will be trapped by eight plants; you may either fight your way to Hamor or sneak around the plants for an easy, safe way. He will sing a tune for you; high, low, medium, low. Travel northwest, southwest two times, northwest then southwest. Three musical tree stumps will be in this area, play it in the order Hamor sung it to you: high, low, medium, low. You will earn a **Knife of the Dead** when you complete this.

End of optional part

From the start of the Old Forest, head northwest and enter Tom Bombadil's house. Explore his house collecting the items: there's a **sandwich**, a **draught**, a **squib**, a **gold coin** and a piece of **cabbage**. Talk to Tom when you are done collecting the items to move on.

Merry and Pippin have gained a level for being rescued.

From the entrance hall of Tom's house make go through the second door on the left and leave through the next door to make your way into the Barrow-downs.

Barrow-downs

Enemies	Health	Damage	Skill
Barrow-wight	15	2-4	12

The northeast of the first clearing has an **acorn** on the ground for you to collect. Enter the cave on the northwest side and inside there is a barrow-wight that guards a door. Defeat him and a clue on how to get through the door will appear, *An oak drops it to the floor, only an acorn will open this door*. Drop the acorn you picked up into the hole and collect the two items, a **bronze coin** and a **small shield**. Be sure to give the small shield to the person who gets attacked the most which will either be Frodo or Pippin at this point. Collect the **barrow-blade** to the left of where you defeated the barrow-wight then leave the cave.

Enter the cave to the right of the cave you exited and take the door to the right as you enter. Collect another **barrow-blade** and exit into some more fog. Continue going straight until you hit another cave right across from the one you just left. Defeat the barrow-wight in here and claim another **barrow-blade**. In the room after defeating the barrow-wight is a **fine small leather armor** and a **sling**.

Leave the cave then head northwest to enter another cave. Collect the **gold coin** then go all the way back to the cave where you first encountered the fog. Go back into the main hall and then head northwest to collect a **bronze coin** and a **small helmet**. Go through the door and you will be in another area of fog. Head north where a cave to your right will be; enter it.

Defeat the barrow-wight and grab the **reeds** in the back corner and go through the door where another riddle awaits you, *Found by bog or stream, worked into shoes by the woodsman's weave*. Put the reeds you picked up into the hole to unlock the door to continue onto the next town, Bree.

Bree

Enter the first house on the left and talk to Amos Appledore. If you have the letter on you that you received in Hobbiton, hand it over to him for a nice reward, a **small helmet** on the ground in the next room.

Pippin has gained a level for delivering the letter to Amos Appledore.

Pippin will gain two levels if you stole from Farmer Maggot and one if you didn't. Either way, Pippin will be at the same level regardless.

Leave the building and enter the first house on the left after the screen transitions to encounter a trader. The trader is selling an old boot, a squib firework, and a yellow mushroom; buy the **old boot**. The building to the northeast there is another trader in the building selling a sandwich, a sling, and a fine sword. Buy the **fine sword** and make your way up the stairs of the house and you can pick up a **sling** for free.

In between the two traders house's is an alleyway that leads to another area of Bree. To the southeast is another building with a trader in it, he is selling a small helmet, an old boot and a sandwich, buy the **small helmet** to solve a riddle coming up. Enter the Prancing Pony to the west to meet some new faces. Enter the room to the west to find a Dwarf who has lost his boot, if you brought an old boot from a trader talk to the Dwarf again who will give you a **gold coin**. There is also some **draught** near the Dwarf. For buying an old boot for the Dwarf, Sam will gain a level.

Sam has gained a level for bring the Dwarf a pair of boots.

Talk to Barliman Butterbur, the owner of the Prancing Pony in the main hall, he will tell you that your room awaits you whenever you are ready. Head to the right and enter the first and last room to pick up a **bronze coin** and a **dagger**. Enter the main hall once again and head through the northwest doors; your room is the last room in the hall. Aragorn will meet you in there and join your party. Be sure to equip him with a fine sword that you can buy off a trader since the weapon he starts out with, Narsil, is broken and weak.

Leave the Prancing Pony and make your way back over to the area with the two trader's houses. Go northeast through the alley and enter the building on the left. Get the **leather armor** for Aragorn and have him equip it. Go to the gate near the Bree Armory and solve the riddle to leave Bree. *Two eyes, a nose, and a gaping mouth, forged by fire, square or round*. Drop a helmet into the hole and move on to the next part of the game.

Midgewater Marshes

Enemies	Health	Damage	Skill
Barrow-wight	15	2-4	12

There are two ways to get to Weathertop: either by the Marshes or the Road East of Bree. I will cover both and you can go from one area to the next if you want all the items and levels.

Go northwest to collect **Athelas** on the ground then head east to choose your path, north for the Marshes or East for the Road East of Bree. We will start off at the Marshes. Skip down to the next part if you are going through the Road East of Bree.

Head north to the marshes until you encounter an old lady who needs help defeating a barrow-wight to the southwest of her. Defeat the barrow-wight and return to the old lady to earn a **gold coin** and a **fine sword**.

Head south until you come across three switches, hit the left then right switch to raise the stones to be able to cross over into the next marsh. Head north to encounter another set of switches only a few steps away from where you crossed over the stones. Hit the right, bottom then top switch to raise the stones and then cross over to the next set of marshes.

If you head west you can collect two **red mushrooms**. Head northwest to find more switches, this one must be done fast for the stones to rise. Hit the switches in this order: top right, left, bottom right then the top right switch. Cross the stones to reach the **gold coin** and a **small shield** on the other side.

Cross back over to the switches you hit and head northeast to the final set of switches. Hit the top left, top right, bottom left, bottom right and top left switch to be able to cross the stones to reach Weathertop and the **leather armor** on the way.

Sam has gained a level getting past the marshes.

Continue onward to Weathertop or backtrack to the intersection and make your way to the Road East of Bree for a few items and to level up Aragorn.

Road East of Bree

Enemies	Health	Damage	Skill
Spider	8 / 10 / 12	2-4	8 / 9 / 11
Warg	30	2-4	18

Follow the path south then continue as it goes north and talk to the bandit who claims his brother (path to the north) stole his mother's necklace. Continue north to find a **sling** you can collect, then head back down to the bandit and make your way south and to the east, when the path splits up head north to fight some Wargs. Defeat the Wargs and collect the **athelas** and **gold coin** they were protecting.

Continue on to find a trader who is selling fine small leather armor, a small shield, and a dagger. If you need any of those items, buy them and keep following the path to go to Weathertop; you will be stopped by a pack of Wargs. Defeat them and you will be allowed to pass on to Weathertop.

Aragorn has gained a level for defeating the pack of Wargs.

If you have not gone to Midgewater Marshes I suggest back tracking and going there for a few items and to level up Sam.

Below are some extra items in the area, if you do not want any of them, make your way to Weathertop.

This part is optional and only leads to some items and enemies

Head back by the bandit who claims his mother necklace was stolen. Once back by the bandit head north to find a **small shield** up a flight of stairs by him.

Go northwest off the path by the bandit to find another flight of stairs and then up the next set for some **athelas**.

Go back down one flight of stairs then follow the mountain west until you come to a cave. Fight the spiders in the cave and collect the items and the necklace in the cave. Talk to the bandit to the north and he will give you a **bow**.

End of optional part

Weathertop

Go up the flight of stairs and into the first cave straight ahead. Get the **bronze coin** and talk to the Wickli Rainshield, a dwarf who wants you to deliver a message to his brother at Last Bridge, accept the task and leave the cave. Follow the path collecting **athelas** along the way as you make your way up the next flight of stairs. Make sure to hit the switch that is in the corner you pass to open the door below, you can not access at this time.

Head up the next flight of stairs right after you have climbed the previous then head northwest. Go down the flight of stairs you see that is next to some more **athelas** on the ground. Go into the cave and collect the **sword** and **bronze coin** then make your way up to the final flight of stairs. Walk to the center to set up camp for the night.

Use some athelas you have collected on Frodo when you regain control of your character. Go to the bottom of Weathertop and to the east that was once blocked of by Ringwraiths. Head into the cave and kill the spiders that guard a **small dwarf chain mail**, a **fine sling**, and an **Elven dagger**. Make your way out of the cave and to the east to arrive in the next area, the Last Bridge.

Last Bridge

Enemies	Health	Damage	Skill
Troll	40	5-10	19

Behind the biggest building to the east is a **hazelnut** and on the opposite side of the area hidden by trees is a **bronze coin**. There is a trader by the stone bridge who is selling a spider slicer, fine dagger and a Troll's curse.

Head into the inn north of the trader and then into the right room to meet a trader who is selling a sandwich, a watercress and a cabbage; buy the **watercress**. Through the next room you will meet Wickli's brother Bikli Rainshield. Deliver the message to him and he will give you some **squib fireworks** for your trouble.

Frodo has gained a level for delivering the message to Bikli Rainshield.

Exit the inn and enter the building to the west of the Inn to talk to a lady who will make you a cure for Frodo if you bring her some ingredients. If you followed above you will already have the ingredients, a hazelnut and watercress. Frodo will now be cured and she will give you a **health potion** as well.

The building to the north holds another trader, he is selling boots, a small helmet, and a fine bow. Cross the bridge and collect the **elfstone** that waits on the other side. There is **watercress** by the river if you never bought one to heal Frodo. There will be footprints on the ground leading to two different caves, one to the west and one to the northeast.

The west cave holds **small leather armor** and should be avoided due to the strong enemies guarding the treasure.

You should go into cave to the northeast to get some good items. One Troll waits in the cave, he can be nasty so make sure to heal whoever he attacks as soon as possible, with Aragorn on your side the Troll should be defeated in a couple turns. This cave holds **hazelnuts**, a **blue mushroom**, **yellow mushroom**, **red mushroom**, and a **Troll's Cruse** which you should equip; it will do extra damage to Trolls.

Exit the cave and to the south by the trees is a **gold coin** laying on the dirt path. Head east and the screen will transition into the new area, Trollshaw.

Trollshaw

Enemies	Health	Damage	Skill
Troll	40	5-10	19

If you follow the path up the stairs you will come to a **hazelnut** and a **small shield**. Go back down where you came from then head north when you are allowed. You will see three Trolls turned to stone and then caves nearby.

This part is optional and only leads to some items and enemies

Go east into the caves by the stairs for a **bronze coin**, **cabbage**, a pair of **boots** and a **yellow mushroom**.

The next cave holds a **fine sling** and a **gold coin**.

End of optional part

Enter the final cave and you will fight a Troll in here who is like the last one you fought, but this time you have the Troll's Cruse so it should be a breeze.

Aragorn has gained a level for defeating a Troll.

In this cave are an **Elven dagger**, a **gold coin** and a **fine dagger**. Head up the stairs where you got the gold coin and exit through that door. Make your way east and then south to find a trader who is selling a squib, a sunstar and a small shield. There is also a gold coin and some athelas nearby the trader. Make your way down the flight of stairs to the east to fight a Troll that guards a **gold coin** and a **watercress**.

Head down the flight of stairs and head east to the final area before Rivendell. Make sure you collect the **red mushroom**, **small helmet** and **gold coin** by the river, mountain and left by the trees before continuing on the pathway where a cut scene will happen taking you to Rivendell.

Rivendell

*Rivendell is full of glitches and bugs be sure to save as soon as you gain control of your character and **DO NOT** save again until you leave Rivendell.*

Head to the northwest room and speak with Elrond. Go up the staircase to the northwest of Elrond and through the door to meet Bilbo. After a bit of a talk you are rewarded with Frodo's best armor and weapon in the game, the **Bilbo's Mithril Coat** and **Sting**. Go back down the flight of stairs and talk with Elrond, he will make a potion for you if you bring him an empty phial. The **empty phial** is located on the staircase two screens to the southeast of here, grab it and bring it to Elrond for him to make you **Miruvor**.

Leave Elrond and go southeast again and then southwest to meet Arwen. Head northeast into a room with an Elf standing in the far corner, talk to him and he will sing you a tune, exit this room and head to the east to the next area with four flower pots on the ground. Play the tune, 1, 2, 3, 2, 4 and **Lady Arwen's Amulet** will appear on the floor. Take the amulet back to Arwen for your reward, up the stairs by Arwen at the end of the path holds **leather armor**.

Frodo has gained a level for bringing Arwen's amulet back.

Go back into the room with the flower pots and talk with the Elf, Glorfindell, if you picked up the elfstone earlier while on your way to Rivendell during the Last Bridge, you will have completed this task.

Pippin has gained a level for bringing the lost elfstone back to Glorfindell.

Go through the door east of Glorfindell and collect the **normal shield** that lies on the ground to the west of you. Talk to Gimli to the east near Rivendell's exit, one of the Elfs has stolen Gimli's axe! Go into the room with Elrond and then into the northeast room and talk with the Elf in there. He will only give Gimli back his axe if you show him a blade that stings; in this case the Sting Bilbo gave you.

The Elf will drop Gimli's axe, pick it up and make your way up the stairs to a room with a **small helmet** on the balcony. Return to Gimli and now you can leave Rivendell at any time.

Mines of Moria

Enemies	Health	Damage	Skill
Goblin	12	2-8	10
Olog-hai	50	5-10	21
Orc Commander	20	4-8	17
Orc	20	4-8	13 / 14 / 15
Troll	40	5-10	19
Warg	30	2-4	18

The Mines of Moria are filled with bugs and glitches, though none game breaking as Rivendell's were. Save often in Moria and if you encounter a glitch when entering a new room and the game freezes, see below on how to fix.

When you go to enter the new area/room, save your game as the screen starts to transition into the new area/room. Reload your game and you should be on the other side avoiding the transition if done correctly.

Now that you have control of the fellowship, make sure all their armor and weapons are equipped. Aragorn's sword Narsil that was once broken is now re-forged and it is his best weapon, be sure to equip it.

Moria is filled with runes that you should pick up along the way to advance through the mines or open up areas to additional items. Moria is filled with enemies you should avoid fighting unless necessary.

In the first hall there is **Rune E** and **Rune F** along with a **small helmet** to pick up. Use Rune E to open up the gate in the northwest wall to obtain **Rune N**, a **squib firework** and an **Orc biter**. Go through the southeast door and onto the ledge to the right of you and go through the next door at the end to encounter a group of Orcs. After the battle you will find **Rune I** and a **squib firework** on the ground. Go through the next door to find a **gold coin**, a **health potion**, a **fine sword** and **leather armor**.

Head back into the room with the ledges and collect the **health potion** that is near the other ledge we have not gone onto yet. Now go on the ledge and as the path splits up take the south path and go through the door and up the stairs to collect a **sword** and **Rune R**. Make your way down the stairs and to the opposite side to fight some Goblins that are guarding **Rune E** and a **yellow mushroom**. Next to you is a doorway that you can pass through to get **Rune I**.

Go back the way you came and use **Rune F** to open the gate on the east side of the room, then use **Rune R** in the other room to open another gate. This room has two Trolls in it and some Orcs so be careful while making your way through. Go up the stairs and use **Rune I** to open the gate to encounter Orcs, then head up the stairs behind them. Once you are certain you have all the items and explored this are to your hearts content, make your way through the door, you will be unable to return.

Collect **Rune R** in the south corner of the room and open the door to the northwest of you with Rune R. Go through the southwest room and follow this balcony until you get through the next door. Head down the stairs and through the next door to find a **squib firework** on the ground. In the next small hallway there will be three doors, one above and one under you. If you go into the room above you, you can collect a **health potion**, a **helmet** and a **sunstar**, but there are four Orcs guarding these items so take caution.

Back in the hallway where you chose whether or not to get the items in the door above you, make your way to the east door (bottom one), to enter another room with three doors. Make your way through the middle door by going down against the broken stones and than straight through the door in front of you, step on the switch as you enter the room. Either exit the room or battle the spiders that guard a **gold coin** and a **fine bow**.

Exit the room with the switch and head south where you will see a **health potion** and another room which you can now enter. This room holds **Rune R**, a **Rune E**, a **bronze coin** and a **spider slicer**. Go back into the room where you stepped on the switch and go through the door straight ahead and hit the switch across the bridge to activate one locked gate in the beginning of Moria.

Head west and use **Rune I** to open the locked door to earn yourself **Elven leather armor**, **Rune N**, a **squib firework** and a **Fine Axe**. Go back into the room with the switch and go through the middle door right next to the switch to start off in the beginning of this area.

Enter the door by the stairs, ignore the switch on the floor and go into the next room with an incredible amount of doors. Take either of the two bottom doors and hit the switch in this room, exit out back into the main hall and take either of the two top doors and hit this switch. Head back into the room where we ignored that switch and step on that, the locked door up the stairs are now unlocked above you. Continue up the stone stairs and then up the next flight of stairs to enter this new area. Follow the path and pick up **Rune D** by four new switches, step on them in this order: middle right twice, middle left, right and left. The stone bridge will now be open for you to cross.

Merry has gained a level for solving the stone bridge puzzle.

After crossing the bridge, enter the west room to find **fine small leather armor**, take the flight of stairs and enter the east door. Back in the starting area again, take the middle door being cautious of the Orcs as you pick up some items and head to the next part of Moria.

The next part has two exits which you can take, one that will skip the Crypts of Moria and one that will take you to the Crypts of Moria. Going through the crypts take longer, but there are less enemies and you can find really good items for your characters.

Make your way up the long flight of stairs, where at this point of the game, you'll probably want to ignore picking up the sling, but pick up **Rune A** at the top of the stairs. There are some goblins by this rune so stealth is important if you want to avoid this battle, after you have collected the rune go east and through that door. A Troll awaits you in this room, sneak around him and go into the next area.

If you go through the north door it leads to some items and to the last part of Moria. for now, take the south door right after you climb down from the stairs. Make your way through the northwest door where two rune symbols will be on the floor. Use a Rune R and enter the door, a **chain mail** awaits on the floor. Go through the door to the south of the room with the chain mail and pick up the three runes in this room, two **Rune F's** and a **Rune R**.

Go through the south door and into the southeast room then head into the north door and enter the room on the far right of the north wall. Pick up **Rune I** on the floor and go through the room to the north. Follow the hallway west and go through the door at the end to encounter a Troll. Make your way west around the outside of this area and up the stone stairs. Hit the switch at the top of the stairs as the locked gate to the crypt will open. Before we make our way to the crypt, head west in this area you will meet some Orcs and a Troll, kill them for two **Orc liquids**, a **sunstar**, an **Elf fountain** and **fine sling**. Backtrack your way into the Crypts of Moria

Boromir has gained a level for defeating the troll.

In this area, be sure to save a Rune D, it is your only exit out of the crypts.

Follow the path all the way until you see some stairs, the far right door holds a **Rune R**, **Rune O**, a **bronze coin**, a **helmet** and **Orc liquid**. Exit this room and enter the one to the left of it to pick up a **health potion**, **fine sling**, a **bronze coin** and **Rune R**. Enter the next room to see three rune symbols on the ground, if you have all the runes to place down, which you should you can enter through the next down to find **Durin's Axe** by the coffin. Be sure to pick up the **bronze coin**, the two **gold coins**, **Rune R**, and ignore the bow as well.

The door to the left after you have first entered the crypts holds a **small helmet**, a **health potion** and **Rune F**.

The second door right holds a **health potion**, **Rune R** and a **normal shield**.

The door to the right of the last door holds two **red mushrooms**, a **normal shield**, a **bronze coin**, and **Rune F**.

The door to the left of the last door holds a **Rune F**, **Rune I**, **Rune N**, **Rune D**, a **fine small chain mail**, a **health potion**, an **Orc biter**, a **gold coin**, and an **Elven dagger**.

Down the flight of stairs in the main part of the crypts are a **Rune F** and **Rune R**. Go through this door to enter the final part of Moria.

Go up the stairs collecting the **Rune I**, the **squib firework** and **Orc liquid** before heading through the door to the east. Sneak past the Goblins if you do not wish to have to fight. Make your way up the stairs and take the north door, follow this path but beware, many enemies lay ahead so it would be wise to save your game if for some reason you haven't.

You will enter a huge room, go down the flight of stairs to the east and give all the items Gandalf holds to someone else before crossing the final bridge. If you cross the bridge you will move on to Lothlorien, be sure that is what you want to do. You may continue to explore the rest of Moria we avoided or try fighting some enemies until you get bored. Once you are ready to continue, cross the bridge of Khazad Dum to move onto...

Lothlorien

Enemies	Health	Damage	Skill
Spider	8 / 10 / 12	2-4	8 / 9 / 11
Trailing Plant	2	1-2	2

There is a stone in the middle of this area; if you read it you will notice it says something about Elves, Dwarves and Men in that order. Switch to Legolas and follow the path around the stone, be sure to walk in a complete circle. Select Gimli and follow the path around the stone, now choose either Aragorn or Boromir and do the same.

Note: You can go to the mirror and speak with Galadriel, then head east to the beach to continue onto the next part of the game, but you will miss out on some items and the best bow in the game.

This part is optional

Head north and talk to the Elf who sings a tune for you: high, high, medium, low, high. Collect the **red mushroom** before going to the next area then head south and collect the **athelas** before heading east to find three stumps and an Elf guarding a ladder. Play the tune: high, high, medium, low, and high for the Elf to move out of your way.

Go up the ladder and then down the next until your outside. Move south two screens and then up the ladder to enter a tree house, go north and into the next room to talk to Galadriel who gives you some **healing potions**. Make your way two rooms south picking up a **bronze coin** and talk with an Elf who needs your help defeating some spiders. Go west and collect the **lembas bread** before heading down the ladder to battle the spiders. Defeat the spiders then go collect your reward from the Elf, an **Orc biter**.

Make your way through the south door, then southeast door and then the southwest door when you come upon another Elf, Celeborn. This task you do not have to complete right away, but you can if you wish; you must find a creature roaming in the woods. For now we will put this task on the backburner and move onto the next area. Go into the previous room and exit through the door to the southeast, there is a **mallorn seed** in the south of this area for you to collect.

Make your way to the northeast exit and speak with Galadriel who will be by a mirror in the middle of this area. Grab the **silk cocoon** to the east of her and make your way back into Lothlorien from the previous area.

Once up the ladder, go into the northwest room and then down the ladder to the southwest. If you haven't, pick up the three items in this area: a **silk cocoon** and two **red mushrooms**. Go through the west area and talk to the Elf by the path that will make you **Elven cloaks** for silk cocoons you have already picked up. If you continue west you will cross another Elf who will sing to you a tune for one gold coin, low, high, medium, high, low.

Follow the path north into the new area and talk to the Elf on the path where it splits. If you have a mallorn seed, which you will, he will give you an **Elven cloak** and **lembas bread**. Make your way west from the path and play the tune on the stumps, low, high, medium, high, low. The Elf that was once guarding the ladder in the tree has now moved letting you quickly travel anywhere in Lothlorien. Climb up the ladder and then down the one to the left of the ladder you just climbed up.

Go into the next area to the west and then head north, you will come across the creature Celeborn was talking about. Return to Celeborn and he will give you the **Bow of Galadriel**, the best bow in the game, but pretty much unless seeing we are basically at the end of the game.

End of optional part

Now that we have done everything in Lothlorien, speak with Galadriel at the mirror. If you have already done that, head east to the beach where you will get some going away presents. Talk to the Elf and Galadriel will give you a **Phial of Galadriel** and **Sam's Box of Earth**. Collect them and then move onto the final part of the game.

Falls of Rauros

Enemies	Health	Damage	Skill
Goblin	12	2-8	10
Orc Commander	20	4-8	17
Orc	20	4-8	13 / 14 / 15

As your boats hit the shore, Orcs will come in from all directions to stop you. You can sneak around from the south hugging the trees if you want to avoid fighting.

From this point on give everything useful to Frodo, make sure he has all the best armor and weapons he can use and be sure to give him all the best healing items. If you have a Rune I in your inventory from Moria, be sure to give it to Frodo now to save you from having to find one. As you go down the path the Fellowship will split and Frodo will be off alone to climb Amon Hen.

There are a few items around the area, **healing potions**, a **dagger** and a **squib firework**. Due to having to fight to obtain these items, I highly recommend avoiding going for them and heading straight for Rune I, if you do not have one. Follow the path to the next area to the southeast and then go into the first cave you see on the way up the mountain. Go into the next area and through the door to the southeast, in this area on the floor to the south is **Rune I**, a Goblin guards it. Defeat the Goblin to obtain Rune I, go back on screen and climb up the flight of stairs.

Once you climb up the flight of stairs, you will see a symbol on the floor, use Rune I. You will now be able to go into the next room, climb the flight of stairs and to the next area for the final flight of stairs. The final fight awaits you at the top, one lone Goblin. The Goblin only has 12 health, but Frodo will miss a majority of his attacks, hence why you should of stocked up on healing items. Once you have defeated the Goblin, you will have beaten the Lord of the Rings: The Fellowship of the Ring!

Bestiary

	Health	Damage	Skill
Barrow-wight	15	2-4	12
Goblin	12	2-8	10
Olog-hai	50	5-10	21
Orc Commander	20	4-8	17
Orc	20	4-8	13 / 14 / 15
Spider	8 / 10 / 12	2-4	8 / 9 / 11
Trailing Plant	2	1-2	2
Troll	40	5-10	19
Warg	30	2-4	18

Items List

Healing Items	Description
Athelas	Restores 10 HP
Blue Mushroom	Restores 7 HP
Draught	Restores 3 HP
Health Potion	Restores 15 HP
Lembas Bread	Restores 12 HP
Miruvor	Restores 40 HP
Orc Liquid	Restores 20 HP
Red Mushroom	Restores 8 HP
Sandwich	Restores 6 HP
Yellow Mushroom	Restores 14 HP

Weapons	Damage	Aragorn	Boromir	Frodo	Gandalf	Gimli	Hobbits	Legolas
Anduril	5-10	X						
Axe	4-6					X		
Barrow-Blades	1-5			X			X	
Bow (Ranged)	3-4	X						X
Bow of Galadriel (Ranged)	4-8	X				X		X
Dagger	2-4			X			X	
Durin's Axe	8-10					X		
Elven Bow (Ranged)	4-7	X						X
Elven Dagger	3-5			X			X	
Elf Fountain (Item)	10	X	X	X	X	X	X	X
Fine Axe	5-7					X		
Fine Bow (Ranged)	4-6	X						X
Fine Dagger	2-5			X			X	
Fine Sling (Ranged)	2-5			X			X	
Fine Sword	4-8	X	X		X			X

Gandalf's Staff (Ranged)	4-6				X			
Glamdring	4-8				X			
Knife of the Dead	1-7			X			X	
Narsil	1-2	X						
Orc Biter	5-9	X	X		X			X
Sling (Ranged)	1-5			X			X	
Spider Slicer	5-9	X	X		X			X
Squib (Item)	10	X	X	X	X	X	X	X
Stick	1-2			X			X	
Sting	2-8			X				
Sunstar (Item)	10	X	X	X	X	X	X	X
Sword	2-8	X	X		X			X
Troll's Curse	5-9	X	X		X			X

Armor	Defense	Aragorn	Boromir	Frodo	Gandalf	Gimli	Hobbits	Legolas	Merry
Bilbo's Mithril Coat	7			X					
Boots	0	X	X	X	X	X	X	X	X
Chain Mail	4	X	X					X	X
Elven Leather Armor	3	X	X					X	X
Fine Small Chain Mail	5			X		X	X		X
Fine Small Leather Armor	2			X		X	X		X
Helmet	1	X	X			X		X	X
Leather Armor	1	X	X					X	X
Normal Shield	1	X	X			X		X	
Old Boot	0	X	X	X	X	X	X	X	X
Small Dwarf Chain Mail	6			X		X	X		X
Small Elven Leather Armor	3			X		X	X		X
Small Helmet	1			X			X		X
Small Leather Armor	1			X		X	X		X
Small Shield	1			X			X		X

Quest Items	Description
Acorns	Used in solving riddles
Acorn Necklace	A necklace made from acorns
Blue Feather	A feather for Tom Bombadil's hat
Bog Shoes	Shoes that allow you to pass through swampy areas
Box of Earth	A gift given to Sam from Galadriel
Bronze Coin	Used in buying items
Cabbage	Can be sold or used to hold down switches
Dried Leaves	Used to make pipeweed
Elfstone	A gem lost by an Elf in Rivendell
Elven Cloaks	Made from Silk Cocoons given to the Fellowship from Galadriel
Empty Phial	An empty bottle used when making potions
Gold Coin	Used in buying items; worth three bronze coins
Hazelnuts	An ingredient to cure Frodo
Lady Arwen's Amulet	A gift given to Frodo from Arwen
Letter to Amos Appledore	A message from Mr. Bracegirdle
Letter to Bikli Rainshield	A message from Wickli Rainshield
Letter to Sancho Proudfoot	A message from Mr. Took
Longbottom Leaf	A type of pipeweed
Mallorn Seed	Is used to tend the forest in Lothlorien

Necklace	A necklace stolen by a couple of thieves
Old Toby	A type of pipeweed
Phial of Galadriel	A gift given to Frodo from Galadriel
Rune A	A rune that is used in Moria to break magical seals
Rune D	A rune that is used in Moria to break magical seals
Rune E	A rune that is used in Moria to break magical seals
Rune F	A rune that is used in Moria to break magical seals
Rune G	A rune that is used in Moria to break magical seals
Rune I	A rune that is used in Moria to break magical seals
Rune N	A rune that is used in Moria to break magical seals
Rune O	A rune that is used in Moria to break magical seals
Rune R	A rune that is used in Moria to break magical seals
Silk Cocoon	Used to make Elven Cloaks
Silver Spoons	A going away present
Southern Star	A type of pipeweed
Watercress	An ingredient to cure Frodo
Willow Withies	Used to make a walking stick and freeing Hobbits

Leveling Up

Below are the steps you need to take to level up each character.

- **Bandy Harfoot's Farm | Frodo: *Defeat the scarecrow***
 - Beat the scarecrow in Bandy Harfoot's Farm located west of the Shire.
- **Green Hill Country | Frodo: *Story Progression***
 - This is gained automatically while progressing through the story after you dodge the first Ringwraith.
- **Green Hill Country | Sam: *Story Progression***
 - This is gained automatically while progressing through the story after you play the tune on the tree stumps.
- **Maggot's Farm | Pippin: *Ignore the items***
 - Do not pick up any items on the ground when entering the area. After you enter Farmer Maggot's house and talk to him saying you didn't steal anything you will earn a level and a few extra items.
- **The Old Forest | Merry and Pippin: *Story Progression***
 - This will be gained automatically through the story after you rescue Merry and Pippin from Old Man Willow.
- **Bree | Pippin: *Fetch Quest: This task starts in the Shire.***
 - While in the Shire, a man will ask you to deliver a letter to Amos Appledore, accept this task.
 - When you first enter Bree, Amos Appledore's house is the first one on the left. Talk with Amos inside to complete this task.
 - Pippin will gain two levels if you stole from Farmer Maggot before talking to him.
- **Bree | Sam: *Fetch Quest***
 - In Bree will be quite a few trader houses near each other, find the trader who is selling an **old boot**. Buy the old boot and make your way to the Prancing Pony. There will be a Dwarf inside a room to the left and he will ask for the boot. Give him the old boot and you will have earned a level.
- **Midgewater Marshes | Sam: *Story Progression***
 - After activating all the switches in Midgewater Marshes you will have earned a level.
 - This will come naturally if you decide to go to Midgewater Marshes instead of the Road East of Bree.
- **Road East of Bree | Aragorn: *Story Progression***
 - There will be a pack of Wargs stopping you from proceeding to the next area, Weathertop, defeat the Wargs to level up.
 - This will come naturally if you decide to go the Road East of Bree instead of Midgewater Marshes.
- **Last Bridge | Frodo: *Fetch Quest: This task starts in the Weathertop area.***
 - At Weathertop, in a cave you will meet a Dwarf, Wickli Rainshield, who will give you a letter.
 - After Weathertop you will come to an Inn where you will find the Dwarf's brother, Bikli Rainshield. Hand him the letter to level up.
- **Last Bridge | Aragorn: *Defeat a Troll***
 - Defeat a Troll in the cave near the three Stone Trolls.
- **Rivendell | Frodo: *Fetch Quest***
 - After meeting Arwen, go northeast to a room with an Elf standing in the far corner, talk to him and he will sing you a tune. Exit this room and head to the east to the next area with four flower pots on the ground. Play the tune the Elf sang, 1, 2, 3, 2, 4 and **Lady Arwen's Amulet** will appear on the floor, take this back to Arwen to level up.
- **Rivendell | Pippin: *Fetch Quest: This task starts in the Last Bridge area.***
 - While crossing a bridge at the Last Bridge, you will come across an **Elfstone**, pick it up.
 - While in Rivendell, take to an elf named Glorfindell to return the stone and level Pippin up.
- **Moria | Merry: *Story Progression***
 - This will come automatically while solving the puzzles in Moria.
- **Moria | Boromir: *Defeat a Troll***
 - After picking up Rune I, go through the room to the north and follow the hallway west until you come across a Troll. Defeat the Troll for Boromir to level up.

Cheats and Glitches

Cheats

Duplicating Items: When you need to sacrifice an item to weigh down a switch to cross either a lake or bridge, put down the item you want to duplicate, save your game then load it back up. Now you can pick up the item you dropped and the same item will be there again for you to pick up.

Infinite Gold: Early on in the game in Green Hill Country after encountering your first Ringwraith you will follow the path to the right to find a house right before you talk to an Elf. In this house is a lone gold coin. In some versions of the game, you can pick up this gold coin, leave the house, come back into the house and the gold coin will be there again for you to pick up. You can repeat this process for as many times as you desire.

Glitches

Green Hill Country

Problem: After giving pipeweed to the man, he will not let you pass. **Solution:** Save your game, reload and you will be able to pass and pick up your bronze coin.

Rivendell *Only save once in Rivendell and that is when you first arrive.* **Problem:** While showing the Elf your sword, Sting, he will not drop the axe. **Solution:** Reload your Rivendell save and do this task last, right before you need to leave. If you still can't get the Elf to drop the axe you will have to make a new game.

Problem: Bilbo will not give you his mithril armor.

Solution: Reload your Rivendell save and try again. If you still can't get Bilbo to drop his mithril armor, you will most likely have to make a new game.

Problem: Can't leave Rivendell; the Fellowship is not present.

Solution: Reload your Rivendell save and try again. If you still can't leave Rivendell you must make a new game.

Moria Problem: When Gandalf tells you to go into the mines the game freezes.

Solution: Reload your last save and try again. If it still freezes you will need to enter through the door where the game is freezing and when the screen starts to fade black, push start and save your game. If you have done this correctly you will be on the other side when you load up your game again.

Any part of the game Problem: The game freezes when entering different areas.

Solution: Save often and try to enter the different area again. If it still freezes when you enter a new area, when you go to enter the new area, save your game as the screen starts to transition into the new area. Reload your game and you should be in the new area avoiding the transition.

FAQs

Frequently Asked Questions

Q: I heard a lot about glitches, how many are there? **A:** The glitches are everywhere. Most occur while in Moria and Rivendell, there are also other glitches that are minor and can be overcome by saving the reopening the game.

Q: How do I fix a glitch I'm having? **A:** Click here to see the solutions for known glitches.

Q: Is there any end game content? **A:** No.

Q: How do you level up? **A:** You level up by meeting a certain condition such as: solving a puzzle, delivering a message, or by reaching a certain point in the story.

Version History

- **Version 1.0:**
 - Final Edit.
 - December 24, 2007
- **Version 2.0:**
 - Complete overhaul.
 - November 16, 2017

Legalities

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