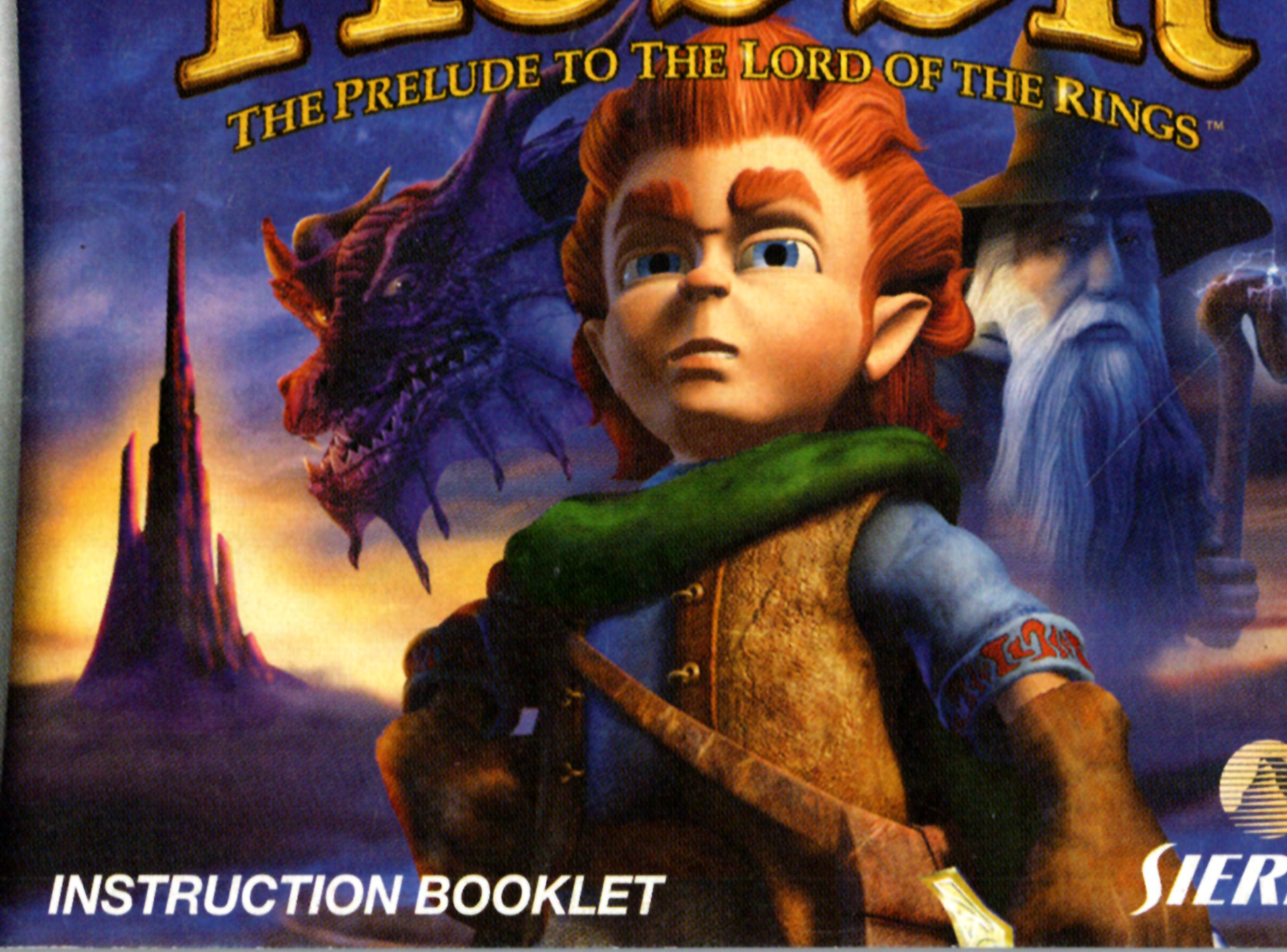
AGB-AH9E-USA

GAME BOY® ADVANCE

SIERRA ENTERTAINMENT PRESENTS

THE Hobbit™

THE PRELUDE TO THE LORD OF THE RINGS™



INSTRUCTION BOOKLET

SIERRA™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE
Violence

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

The Hobbit™

Introduction.....2
Getting Started.....2
Main Menu 3
Options.....5
View Map 5
Playing the Game 6
Saving the Game.....11
Pause Screen 12
Advanced Maneuvers.....13
Controls.....14
More Controls 16
Inventory Item List.....18
Melee Weapons and Permanent Use Items ..18
Projectile Weapons and Depleting Items 19
Healing and Other Items.....20
Runes 21
Credits 22
Contacting Sierra 24
Technical Support.....24
Warranty.....25

Introduction

Relive the adventure in J.R.R. Tolkien's classic tale, *The Hobbit*™, by controlling the famous adventuring hobbit in all of Middle-earth, Bilbo Baggins. Sneak, fight, and riddle your way through all the greatest exploits of Bilbo's adventure. Discover the treasures that await you in the uninhabited Lone-lands, the majestic Elven refuge of Rivendell, and the dark mysterious Mirkwood. Reunite the Dwarves with their stolen gold if you can wrest it from the fiery grip of the dragon Smaug!

Getting Started

- Turn OFF the POWER switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- Insert the Game Pak of *The Hobbit*™ into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.

- Turn ON the POWER switch. The logo screens will appear (if you don't see them, begin again at step 1).
- When the title screen appears, press START to proceed to the Main Menu.

Main Menu

Play Game

Select PLAY GAME to begin a new adventure or to continue a previously saved adventure.

Creating a New Profile

There are three Save Slots available in *The Hobbit*™. If this is your first time playing *The Hobbit*™, each Save Slot will have NEW GAME as an option.

Select one of the three Save Slots with the A Button and you will be taken to the Name Screen. Select a name for your game by highlighting the appropriate letters with the +Control Pad and pressing the A Button. Note: The name of the game must be nine characters or less! When you have finished naming your game, highlight the DONE option at the bottom of the screen and press the A Button.

Continuing a Previously Saved Game

If you have played *The Hobbit*™ previously, your game name should appear in one of the three Save Slots. Highlight it with the +Control Pad and press the A Button. The game will begin in the location of your most recent Save.

Options

Sound Effects – Use the +Control Pad to adjust the volume of the sound effects. This can be done from the Pause Menu or before continuing a game.

Music Volume – Use the +Control Pad to adjust the volume of the music. This can be done from the Pause Menu or before continuing a game.

Back – Use this to return to the previous screen.

View Map

Select this option to view the game map. Use the +Control Pad to pan across the map.

Playing the Game

Main Game Screen

Health Meter – This is a measure of Bilbo's current health. The first number is the current number of health points; the second is the maximum number of health points. When the first number reaches 0, Bilbo will lose consciousness, and will

awaken at a previous location in the game. The heart in the upper left corner starts to beat for a reminder when Bilbo has only a small amount of health remaining.

B Slot – This is Bilbo's currently equipped weapon or item assigned to the B Button.

L Slot – This is Bilbo's currently equipped weapon or item assigned to the L Button.

Items Remaining – Many items deplete with use, requiring more of them to be found before they can be used again. See the Item List on page 20 for more details on items that need to be replenished.

Key Inventory – This is a quick count of the number of keys Bilbo has in his inventory. Your key counter is reset at the beginning of each game section.

Remaining Lives – This shows how many lives Bilbo has before he must return to the last previously saved game.

Rescued Dwarves – This shows how many Dwarves Bilbo has saved.

Text and Dialogue

Frequently, Bilbo will have conversations with other characters or with himself. When this occurs, a text box will appear on screen, along with the portrait of the character who is speaking. If you would like the text to appear more quickly, press the A Button. Once the character has finished speaking or there are more lines of text than one box can hold, an A Button icon will appear, prompting you to press it.

Controlling Bilbo

Moving

Controlling Bilbo is simple. Press the +Control Pad to move Bilbo in the direction you would like him to go. Press and hold to cause him to walk in that direction as long as an obstacle does not block his path.

Picking-Up / Throwing

Position Bilbo next to a rock or jar, and press the A Button to pick it up. Push the A Button a second time to throw it.

Jumping

To cause Bilbo to jump across small cracks and streams, press the +Control Pad in the direction of the obstacle and Bilbo will jump over it automatically. To cause Bilbo to jump up and grab onto a ledge, press the +Control Pad in the direction of the ledge. Press a second time to hoist Bilbo up onto the ledge.

Wall Hang

When Bilbo is hanging from a ledge, press the +Control Pad to either side to slide Bilbo across the ledge.

Climb

Bilbo can climb up vines. Press the +Control Pad in the direction of the object to be climbed.

Talk

To talk to another character, position Bilbo next to the character and press the A Button.

Sneaking

Bilbo can sneak past some enemies. Press and release the R Button to activate sneak mode. Press a second time to deactivate sneak mode.

Melee Attack

Assign the sword or walking stick to the B Button or L Button. Move next to the enemy and press the associated button to attack.

Projectile Attack

Assign darts, stones, rocks or spores to the B Button or L Button. Turn Bilbo to face the enemy and press the associated button to launch a projectile. Pressing and holding down the attack button will cause a targeting cursor to appear for more precise projectiles.

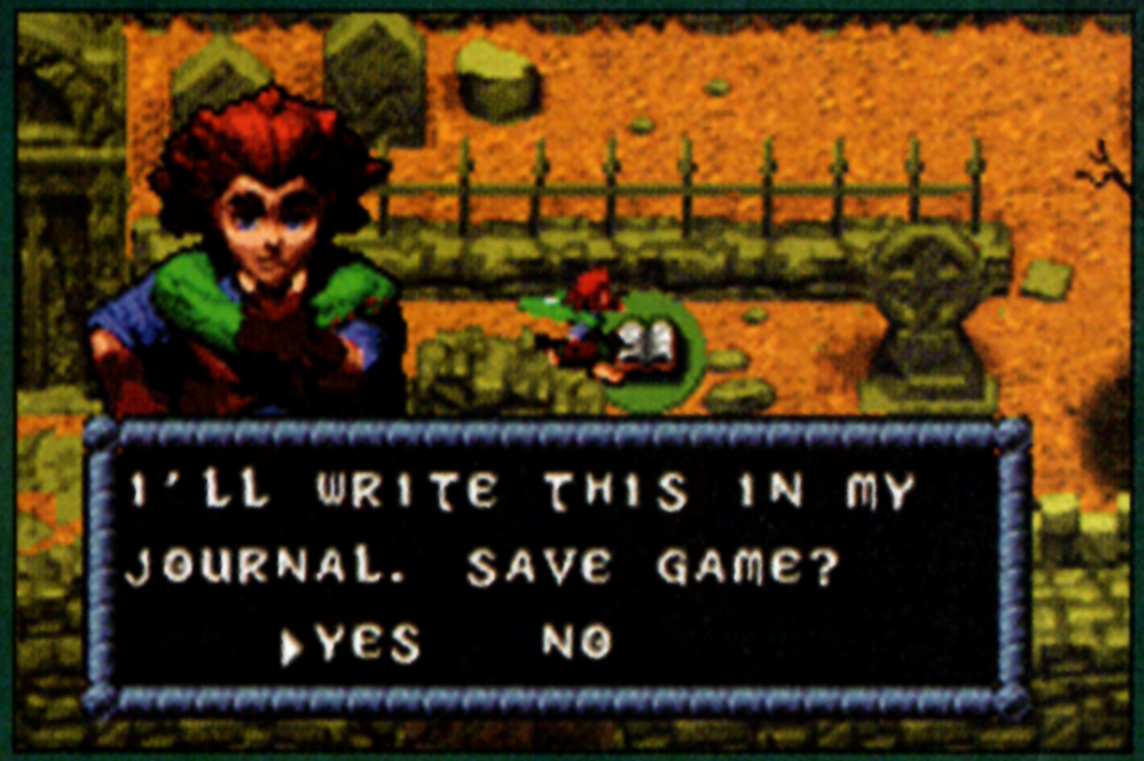
Equipping Items

Access the Inventory Screen by pressing SELECT at any time. You will then have the opportunity to equip several of Bilbo's items to the B Button or the L Button. To equip the item, highlight it with the +Control Pad, and press the B or L Button.

Some items cannot be equipped, including tokens, keys, tinder and flint, Mithril Coat, and food. Keys are used automatically when attempting to open a locked door or chest. To use food, highlight it in the Inventory Screen with the +Control Pad and press the A Button.

Saving the Game

At certain points in the game, a journal dialogue box will appear and ask if you would like to save. This occurs after you have successfully completed a challenge or progressed through a major point in the game.



Highlight YES with the +Control Pad and select it by pressing the A Button. Another dialogue box will appear confirming your save. The game overwrites your previous save. After the save is completed, the game continues.

If you do not wish to save, highlight NO with the +Control Pad and select it by pressing the A Button.

We recommend that you save whenever the option appears so that you do not have to replay significant portions of the game.

Pause Screen

To pause the game, press START whenever you have control of Bilbo on the Main Game Screen. To return to the game, press START again. There are some options that can be selected while the game is paused. Here is a brief description of each.

Resume Game
Select to return to the game.

Go to Last Save
Select this option to return to the most recently saved game.

Options
Select to enter an in-game version of the options screen.

Sleep Mode
To enter Sleep Mode press START, L Button and R Button.

Advanced Maneuvers

Name	Button Combination	Description
Power Roll	Equip the Walking Stick. Press and hold down the appropriate button until Bilbo is powered up. Release the button to roll.	This roll damages enemies.
Double Hit	Equip Sting or the Walking Stick and attack by repeatedly pressing the attack button.	Bilbo will perform a combination attack that is more damaging to enemies.
Triple Hit	Acquire the Sword Rune; equip Sting and attack repeatedly by pressing the attack button.	Bilbo will perform the deadliest combination attack in the game.

Controls

L Button

- ■ Use Equipped Item
- ● Assign item to L Button

+Control Pad

- ■ Move Bilbo
- ▲ Highlight Next
- ● Highlight Next

START

- ■ Access Pause Menu
- ▲ Accept/Confirm
- ● Resume Game

SELECT

- ■ Access Inventory
- ● Resume Game

Symbol Key: ■ In-game Controls ▲ Main Menu ● Inventory Controls

R Button

■ Activate / Deactivate Sneak

A Button

■ Action / Talk
▲ Accept / Confirm
● Swap Item in Slot B or L

B Button

■ Use Equipped Item
▲ Cancel / Go Back
● Assign Item to B Button

More Controls

Main Menu Controls

+Control Pad	Highlight Next
A Button	Accept / Confirm
B Button	Cancel / Go Back
L Button	No Function
R Button	No Function
START	Accept / Confirm
SELECT	No Function

In-game Controls

+Control Pad	Move Bilbo
A Button	Action / Talk
B Button	Use Equipped Item
L Button	Use Equipped Item
R Button	Activate / Deactivate Sneak
START	Access Pause Menu
SELECT	Access Inventory

Controls in the Inventory Screen

+Control Pad	Highlight Next
A Button	Swap Item in Slot B or L
B Button	Assign Item to B Button
L Button	Assign Item to L Button
R Button	No Function
START	Resume Game
SELECT	Resume Game

Refer to pages 14-15 to view the Game Boy® Advance Controller layout.

Inventory Item List

Melee Weapons and Permanent Use Items

Walking Stick
Bilbo's first melee weapon

Sting
Bilbo's sword

Knobbed Walking Stick
Stronger version of the walking stick

The Ring
Allows Bilbo to become invisible for short periods of time

Bladed Walking Stick
Strongest walking stick that Bilbo can find

Music Box
Lulls dogs to sleep when played

Projectile Weapons and Depleting Items

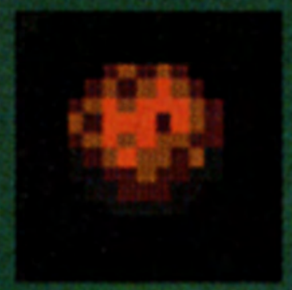
Firecracker
Explodes after a short delay when dropped

Sling with Stones
A stronger projectile weapon for the sling

Rocks
The weakest projectile weapon for the sling

Thunder-Clap
An extremely strong projectile that explodes on contact

Darts
A powerful but rare projectile weapon



Spores
A projectile that pacifies enemies

Healing and Other Items

Food
Restores a portion of Bilbo's health

Mithril Coat
Greatly increases Bilbo's defense when worn

Tinder and Flint
Lights cauldrons

Key
Collect keys to open doors and chests

Pure Elven Spring Water
Restores a greater portion of Bilbo's health

Tokens
Collect tokens throughout the game; collect 50 to gain new life

Runes

Runes Add to or Enhance Bilbo's Abilities

Jump - (1 Total)
Allows Bilbo to jump long distances

Life - (9 Total)
Increases Bilbo's maximum health

Sword - (1 Total)
Allows Bilbo to perform a triple combination attack with Sting

Skill - (9 Total)
Increases maximum damage Bilbo inflicts on enemies

Strength - (1 Total)
Allows Bilbo to carry more items

Shield - (9 Total)
Decreases the damage done to Bilbo by enemies

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Mild Cartoon Violence

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