

The Hobbit FAQ/Walkthrough

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The Hobbit

Walkthrough by Invader Hera

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1. Story

This is taken from the instruction manual, so I don't take any credit for it.

"Gandalf the Wizard has always said that there is much more to the little Hobbit, Bilbo Baggins, than meets the eye. You're about to prove him right, for you are about to put yourself in the shoes of Bilbo himself. That is-if he wore shoes on those leathery soles of his.

"It is another in an endless stream of perfect days in the Shire, and Bilbo is at home in Bag End, his comfortable Hobbit-hole. Usually, his biggest concern is wondering when he'll enjoy his next meal. But that concern will soon be overshadowed by the great responsibility Gandalf places on this diminutive character.

"Prepare to lead Bilbo on an epic journey where he encounters the dangers and wonders of Middle-earth beyond the boundaries of the Shire. Travel with Bilbo and the Dwarves as they seek to reclaim the Lonely Mountain from the clutches of Smaug. They'll meet some curious characters along the trail, as well as ferocious creatures of the surrounding forests and caves. Bilbo will learn combat skills unknown to other Hobbits. He'll use them in pursuit of Quests and to help the Dwarves seek their vengeance."

2. Controls

Control stick: move

C-stick: move camera

A: jump, turn object you grabbed

B: attack, grab something, press a switch (or anything where B appears near it)

L: sneak

R: first-person mode (best for throwing rocks)

X: cycle through weapons

Y: target something

Z: use the ring

Control pad: up for sword, right for walking stick, down for potion, left for rocks

Start: pause and see inventory

3. Items

Antidote: This is for curing poison.

Courage Points: Collect enough of these for an extra bubble of health.

Health Potion: This is for curing some health.

Mushrooms: These are for health. Sometimes, they come back after a certain time.

Ring: Use this to be invisible for a limited time.

Rocks: These are for throwing at enemies. (They're good against those burrowing things that come out of holes in the ground.) You can get different upgrades for them for a limited time, like freeze rocks and exploding rocks.

Silver Pennies: Collect these to buy things in the Vendor.

Skeleton Key: Use this with Z to open a locked chest.

Sword (Sting): This is a stronger weapon than the walking stick, and it lights up dark places.

Walking Stick: This weapon is weaker than the sword, but it has a longer range and lets you do long jumps.

Waters of Fortitude: Buy these in the Vendor for an extra health bubble.

Waters of Vigour: This heals all health, poison, and protects you from damage for a limited time.

4. Walkthrough

A. DREAM WORLD

There's no point putting this in the walkthrough other than for taking up space. Just run forward, jump up some ledges, then, fight the goblins. After, climb up a ladder, and you're done.

B. CHAPTER 1: AN UNEXPECTED PARTY

OVERVIEW

100 silver pennies: These aren't too hard to find, just look everywhere. (Behind the orchard, walk downriver to find some harder to find coins and other things.)

1400 courage points: These are all over, plus you can get a lot from completing quests. Also, many courage points are found by running through bushes and flowers.

3 chests: These are the ones that contain the walking stick and the two mentioned in "Retrieve Provisions for Bombur".

23 quests: Only a few are required, but if you want courage points, you should complete the rest. They are easy.

QUESTS

Find Walking-stick (required): Just open the chest in Bilbo's house for his walking stick. Good job.

Move Hanna's Butter Churn (optional): Hanna will tell you to get her butter churn, so just grab the thing you see in the shed not too far away and bring it to her, and you'll get some teacakes.

Find the Four Hobbit Children (optional): Somewhere you'll find some kids you

hide, and you have four to find.

-Find Hamfast: Near Hanna, go through the gate nearby to find Hamfast.

-Find Hilda: Behind the orchard, near the river, talk to Hilda.

-Find Bell: At the pond behind the barn, ride on the waterwheel to get to a hole in a barn. In here is Bell.

-Find Sadoc: Sadoc is behind the hay in front of the henhouse.

Help Fix Bridge (required): After a nice, little stroll, you'll get to the bridge. Past it is a barn with a save pedestal.

-Find Three Bundles of Nails: So, jump up these haystacks. You'll end up on a higher ledge (if you can't find the ledge, just look around), and then you can cross a rope. Use your walking stick to break the three jars to get the nails.

-Find Hammer: Now, on a middle level of the barn, you can get to a pond. Climb up the ledges to get to another pond. Here you can get up to the Hobbit on the higher area. (I think a health potion is up here.) Talk to him for the hammer, then, return to the guy at the bridge so he can fix it.

Retrieve Provisions for Bombur (optional): Across the bridge, Bombur will tell you to get some things. Remember to talk to him after you get them all.

-Bring Sugar: Nearby is a chest. Open it for sugar. (Since this is probably your first of these chests, just press A when you see the green or when something is pointing to green. Pressing A at the wrong time can hurt you or make you run out of time faster. Some chests later on poison you.)

-Bring Spice: Unlock the other chest nearby for spice.

-Bring Wheat: To the right of Bombur are a couple of save pedestals, plus some crows. Scare them away (with jump attacks), then, talk to the Hobbit nearby for wheat.

-Bring Three Blueberries: In the hedges to the right of Bombur, sneak around and get three blueberries. Don't get caught, or you'll end up back at the last save point.

-Bring Three Eggs: To the right of Bombur, go into the henhouse. Sneak through without waking the hens (or stepping on the lighter, creaky boards) and get the three eggs.

-Bring Three Apples: Push the block of hay over to climb up to the orchard. Use rocks to knock down three apples. (When the man isn't near the well outside the orchard, press B at the well to get Waters of Vigour.

-Bring Sausages: Near the back of the henhouse is a needle behind a haystack. Give it back to Gammer for sausages.

-Bring Tea-cakes: When you bring Hanna her butter churn (it's in the shed nearby), she'll give you some teacakes.

Open Lorella's Chests (optional): Open the two chests near Bombur that get you the sugar and spice.

Scare Off Crows (optional): To the right of Bombur are a couple of save pedestals, plus some crows. Scare them away (with jump attacks), then, talk to the Hobbit nearby for wheat.

Retrieve Gammer's Sewing Needle (optional): Near the back of the henhouse is a needle behind a haystack. Give it back to Gammer for sausages.

Meet the Dwarves (required): Go into the green dragon inn when you finish with things to end the chapter.

C. CHAPTER 2: ROAST MUTTON

OVERVIEW

400 silver pennies: These can be found all over. Make sure you also open chests for them.

1200 courage points: Killing enemies is a way to get courage points, plus many are lying around.

5 chests: Three quests are in the "Investigate Light" quest, and the other two are in the "Steal Wallet" quest.

8 quests: Most quests here are required. You may as well complete the optional ones, too, since they are easy.

QUESTS

Talk to Thorin (required): Just go and talk to Thorin.

Bring a Burberry Plant to Kili (optional): Talk to Kili for this quest.

-Find Burberry Plant: When you get to Balin, up some ledges nearby are the Burberry Leaves.

-Return Burberry Plant: Just go and talk to Kili again.

Investigate Light (required): There are wolves and evil plants in this area, so watch out. Go straight ahead through the lower area and up some ledges. (To the left is a chest.) Go right and you'll find Balin and learn how to cross large gaps with the walking stick. Past here is a save pedestal.

-Lower Water: Continuing from the save pedestal I just mentioned, go up to the floodgate and press B to lower the water. In the water are weird, frog creatures and a chest. Climb up some ledges, then, grab onto the rope to get to another save pedestal.

-Raise Water: In the lower area is a chest (you can get a health potion in it). Now climb up the rope, and like before, press B to raise the water. Cross the floating things to another save pedestal. Here, cross the things on the whirlpool (it's easier than it looks), then climb up the rope and cross the bridge.

Steal Wallet (required): After you finish the entire "Investigate Light" quest, you'll have this quest. Make sure you save before continuing on, since you probably won't want to cross that whirlpool again. Watch out for the trolls, obviously. At first, it's easy to run past where one troll walked. (There's also a chest past it.) Past here, it is a bit harder. When the troll walks away, run behind the closer rock that he uses walks to. He'll come back to that rock, then, walk away again. At that time, run across the open area. After, sneak past another troll (don't step on the leaves). Past here is another chest, then, a save pedestal. Now, sneak past the troll as he yawns, then get the wallet to end the area.

D. CHAPTER 3: TROLL-HOLE

OVERVIEW

654 silver pennies: Silver pennies are all over, in chests, and also in the small rocks with blue spots on them in the caves if you break them with your walking stick.

1500 courage points: You know by now to kill enemies for courage points, and they're still also scattered all over, so you should be able to find them if you look hard enough.

13 chests: Three chests are described in the first parts of the "Find the Troll Cave" quest. The other ten are found in the "Find the Troll Key" quest.

4 quests: All these quests are required.

QUESTS

Find the Troll Cave (required): Get the scroll thing to learn a fighting skill, then, go forward. Watch out for wolves. (To the right of where the wolves are, you can find a chest. You can get money and a health potion from it.) Climb up to some higher ledges and talk to Gloin. Now, you know you have to find a key before you can finish this quest. So onto the next one...

Find the Troll Key (required): (From where Gloin is, you can get to an area to the right with a big courage point and a chest.) Anyway, go up some more ledges and into the cave. When there are small holes in the ground, jump over them, and when there are small holes in the walls, walk near the opposite wall to avoid spikes. There are also many frogs in this cave. Also, some ropes break if you're on them for too long. Anyway, shortly after the entrance are two yellow ropes you can climb to another place. There is a chest past here. Climb up some ledges, and past here there will be a cut scene.

Retrieve Healing Draught (required: We have a quick, little quest to complete before continuing on with the last one. In this next cave are a save pedestal and some weird creatures that come out of hole sin the ground. At the big creature, kill the smaller ones while dodging rocks the big one throws. After killing the little things, the big thing will rear up. Hit its belly. After three hits, you'll beat. Climb up some nearby ledges to get the healing draught.

Return Healing Draught: Just bring the healing draught back to the girl for the Witch-king crystal.

Find the Troll Key (required) continued...: (In the big cave, don't forget to go into that hole in the wall that leads to a chest.) At a big gap, you can put the crystal you just got on the thing sticking up. Ride the moving platform across the gap. (Ride the platform down to find a chest. You can get a health potion here.) At the fork (go left to find a chest), go right. Later, you'll see the outside. (First, though, go forward, then, climb the yellow rope hear down to a chest on a little ledge.) Go outside.

Climb up the vine, then, go into this cave. Forward a bit, you'll find a save pedestal. (Don't forget the things down near the water. One courage point can be gotten if you hold onto the rope hanging past the edge of the waterfall. It will lower you down to a courage point floating over the big, black hole. Also, go to the other big waterfall and from a rope near it, jump into it to find a pathway. Through here is a spider and a chest. In the chest is a scroll that makes your rock-throwing more powerful.) Cross the ropes and the platforms to another save pedestal. There's also a chest here. (In the path to the right is a chest and a Witch-king Crystal.) Straight ahead, climb up the platforms over the green stuff. There is a save pedestal here, a lot of little creatures you need to kill, and a chest. Use the Witch-king Crystal on the thing nearby to make the platform move. Cross them to get to the key.

Find the Troll Cave (required) continued...: Go along the path nearby. There's a chest this way, then, a gap to cross using a rope. Go outside and use the walking stick to jump across this ledge. Up here, fight the wolves and open the chest. Use the troll key on the lock. You'll get Sting, and the area will end.

E. CHAPTER 4: OVER HILL AND UNDER HILL

OVERVIEW

1100 silver pennies: Look every for these. Some require a lot of climbing, but it's not to hard to find a way up to them.

2200 courage points: You have to look all over for these; some are also in those rocks with the blue spots like before.

27 chests: These chests can poison you if you don't unlock them in time. Six chests are found in the "Fix the Gold Machine" quest, four are found in the "Fix the Copper Machine" quest, and eight are explained in the "Fix the Metallic Machine" quest. The other nine are in the "Get Firewood for Bofur" parts.

20 quests: Only two quests are optional; the rest are required.

QUESTS

Talk to Bofur About the Campfire (optional): Just go talk to Bofur.

Get Firewood for Bofur (optional): Go along the path, and you'll find a scroll that lets you use a 2-hit combo with your sword. After here is a save pedestal.

Now get the firewood, and there will be a cut scene. Another save pedestal is here. (In this area, be sure to look everywhere so you don't miss anything.) Nearby are some wolves to kill. Anyway, to the right are ropes that lead you down to the chest. Also, to the left, you can jump through one of the waterfalls from a rope to find two chests. Jumping up the small platforms gets you up to another chest. Finally, you can cross this area to get to the other save pedestal. Past here, that block can be used to get to another chest. Cross the ropes and ledges to the left to find another chest. Anyway, later on, remember that you need to cross a ledge that Bilbo has to hold onto with his hands in order to get onto a ledge big enough for him to walk on. Not long after, there is another save pedestal.

Past here, the stone giants start throwing rocks at you. How rude! So run around a lot so they won't land on you. There are a lot of wolves to fight for a while after his point. Keep going (and remember that the brown ropes break, so be careful). After here is another save pedestal. Stand by the pillar so a stone giant hits it with a rock and knocks it down. (Bilbo seems quite pleased with himself, doesn't he?) Cross the bridge and have this next pillar get knocked over, too. Near here you can climb up a rope to a chest. Anyway, go up the pillar and around the middle, jump with your walking stick (since the bridge will break beneath you, not that it takes much effort to simply walk back up). Past here is another save pedestal (They sure went crazy with the save pedestals, didn't they?). To the right, get everything, then, near the pillars, you'll fall through the ground. In this area, kill all the little things. (That rope straight ahead will get you across from a chest. Jump with your walking stick to get to it, and open it for Expert Jump Tactics with you Walking-Stick.) You can get some pennies using the block to get to a higher ledge. Now go back outside and go to another area. In here, there is a machine you have to fix. You'll have to return the firewood later.

Fix the Gold Machine (required): You need some pieces for this machine. Save at the pedestal, open the two chests, then, go through the next pathway. Kill off the little critters. Near the entrance is a chest and another is to the right of the entrance.

-Find Gold Shank Head: Straight ahead from the entrance on a ledge is this thing.

-Find Gold Shank Arm: Now climb up a rope. In a nearby alcove is this item. There's also a save pedestal up here.

-Find Medium Gold Gear: On a ledge up here is this item next to a chest. (You can get a health potion from the chest.) Now go through the tunnel near the save pedestal, and you'll find another pedestal.

-Find Small Gold Gear: This item is nearby.

-Find Large Gold Gear: Climb up some ledges. Next to a chest is the last gold item.

Fix the Gold Machine continued...: Now fix the machine by returning its parts. Go through the newly opened area.

Fix the Copper Machine (required): This place is good for finding many chests, courage points, and coins. You mainly need to just look around for them, and you should easily be able to find a way to them. It also has another machine to fix. Anyway, after a bit of climbing, you'll get to a save pedestal.

-Find Copper Shank Arm: This is near the save pedestal. Press the nearby switch with B to move a block. Use it to climb to a higher ledge.

-Find the Medium Copper Gear: A chest and the medium copper gear are up here.

-Find the Copper Shank Head: Straight from the switch near the save pedestal is a chest on an island. Get to it to find this item.

-Find the Large Copper Gear: Straight from the switch near the save

pedestal is this item and the copper machine. Also, a chest is nearby. (I went through this entire area and missed one chest. I read that above the copper machine is a switch that you can hit with rocks that reveals a chest.)

-Find the Small Copper Gear: This item is near the last one on a ledge.

Fix the Copper Machine continued...: Fix the copper machine to lower the bridge.

Fix the Metallic Machine (required): Past that last bridge is another save pedestal, and in this area is another machine to fix.

-Find the Medium Metallic Gear: This is to the left of the save pedestal. (Also around here, use the block to get up to a chest on a higher ledge. It has an antidote inside. Also, climbing up to a different higher ledge can get you up across from a chest. Get over to it and open it.)

-Find the Large Metallic Gear: Up some ledges near the block is this item. (Around this area, you can find a switch that reveals a chest.)

-Find the Metallic Shank Head: I think near the chest I mentioned with the last piece is this piece. Also, near here should be a switch that raises a platform.

-Find the Small Metallic Gear: Down near the water (probably near the last thing mentioned) is a chest and this item should be nearby. (Hit the nearby switch with a rock to reveal a chest. Open it for Expert Jump Tactics with your sword. There's another chest near here. If I didn't explain these well, they should be to the right of the save pedestal.)

-Find the Metallic Shank Arm: Near the chests just mentioned is this item.

Fix the Metallic Machine continued...: Around the save pedestal, use the block to get to a higher ledge. From here, to the left is another ledge. (When you're up here, going to the machine, drop down to the left to find a chest.) Now fix the machine to lower the bridge.

Get Firewood for Bofur (optional) continued...: Save at the pedestal, then, go and kill the little critters. Get the Troll Key, then, use it on the lock to unlock the door. Open the chest here, then, climb down the rope to another save pedestal. Past here, you can climb down some ropes to another chest. Continue on, and there will be a cut scene. Save, then, go forward. Past here, you and Gandalf will fight off the goblins. Past here, give firewood to Bofur to end this quest. Now end the area.

F. CHAPTER 5: RIDDLES IN THE DARK

OVERVIEW

1000 silver pennies: You can get some of these from those white, egg things where all the webs and little spiders were. More are in cracked boxes later on.

3100 courage points: In the big, big room with the lifts and stuff, look all over and climb all over to find everything. Don't forget to break any pots you find for points.

23 chests: Eleven chests are explained in the "Exit Caves" quest five in the "Bribe Guard to Open Gate" quest, two in the "Activate Wart-lift" quest, and the other five are in the "Free Balfor" quest.

18 quests: All the quests are required.

QUESTS

Exit Caves (required): Like usual, there's a save pedestal here. Past here, use Sting to light your way. There are a few bats, which are easiest to kill with rocks. Past here and some of those enemies that come out of the ground is another save pedestal. (Cross the rope, which breaks after a short time, to get to the other side of this area. An antidote and a health potion are over here.)

Drop down here and climb down the rope. Use Sting to cut through the webs. A lot of little spiders will come out; there's a green one that is poisonous, so be careful. (You can get silver pennies from the egg-like things.) Climb up a

rope (straight ahead is a spider and some things to collect) and go to the left.

Cross the ropes here, and a bit later is a save pedestal. (Those cracked boxes give you things when you break them.) Talk to the dwarf, then, climb down the area to the right. This area has a lot of goblins, and some throw explosives, so watch out. (On the ones with shields, jump attacks work well.) Past here is a save pedestal, then, you can ride the spinning thing nearby down. (Nearby, you can find a chest. Lower down is another chest and a save pedestal.)

-Extend Bridge: To the right is a big gap. Go to the left and press B at the switch to extend the bridge, then, go and cross it. There is a chest and a new rock upgrade here: freeze rocks. Over to the right is another chest and a save pedestal. Now ride more of these spinning things. (After two, jump off. There are two chests you can get from here. One is up to the left if you climb up some ledges. The other is straight ahead, and it has an antidote in it, but be careful because the light colored wood before it breaks. After the third spinning thing, you can climb across some ledges to a chest and a big courage point.)

-Lower Bridge: Anyway, at the top of those spinning things, you need to cross another bridge. (First, go straight ahead, past the burrowing creatures and up some ledges to a chest.) To lower the bridge, first take the barrel off the switch. Now, hit the orange barrel on the other side with a rock. Now cross the bridge. Now go right to a save pedestal. You can simply go down the spinning things nearby, but the best way to go is to the chest (containing a health potion) on the wall across from here. You can jump with your walking stick to it. Now, drop down and you'll be just where you would have been. Many of those burrowing enemies are here (and I think you can get a health potion from a box here). Past here is another chest, then, a save pedestal. (For later reference, this is the Wart-lift.)

Bribe Guard to Open Gate (required): Now here is the guard. Go talk to him. He wants something called a Wart-stone first. Go back to the save pedestal and climb up the ladder. You'll get to an area which is to the left of the bridge you lowered earlier. There's a chest here.

Activate Wart-lift (required): Now climb back up to where that second bridge was. The courage points will lead you to a newly opened area.

-Find key for Mugg-lift: Here is the Mugg-key.

-Activate Mugg-lift: Past here, to the left is a chest, and there is also something you use your new key on. It will activate the lift nearby, so ride it up. (Don't forget the courage point at the top of it.) Here's the Grit-lift.

-Find key for Grit-lift: Go to the left. There's a save point here and an armored goblin. Also, there is the key for the Grit-key. (There's also a health potion and courage points in those pots, plus money in the cracked boxes.)

-Activate Grit-lift: Go back to the lift you just passed and activate it with the key. Now ride it across the room (you'll place an area with a courage point you can jump down to).

-Find key for Dim-lift: At the end, you can jump with your walking stick over to the right to get a big courage point, then, return to the lift and go left. In an upper area are two goblins, courage points and courage points and a health potion in the pots. Also, the Dim-lift key is here.

-Activate Dim-lift: Now go farther to the left. Enemies and a chest are over here. Down the ladder nearby is a save pedestal. Activate the Dim-lift now and ride it. There's another save pedestal over here, and to the left is the Wart-lever.

-Take Wart-lever to Wart-lift: Grab the rope and it will bring you to the area to the left of the bridge you lowered earlier. Use the lever on the thing nearby, then, go back to the guard (to the left of here).

Bribe Guard to Open Gate (required) continued...: Now ride the Wart-lift over. (Right in front of you, you can climb down to find two chests and courage

points.) Go to the left. (Down the ladder there are money, courage points, and a health potion in the cracked boxes.) Anyway, over here, ride the spinning things up to a save point.

-Find Wart-stone: Climb up the ladder and kill the goblin. Get pennies and courage points from the pots, and open the chest for the Wart stone. Before returning to Ugslap or whatever his name is, get the courage points that are straight ahead from the last save point. Also, over here, drop down to a ledge. Climb along these to a chest.

-Take Wart-stone to Guard: Now bring the Wart-stone back to the guard.

Free Balfor (required) continued...: The gate at the guard will open, then, you have to defeat the guard. Open the chest here, then, climb up the area to the left.

-Go to Jail: Open the chest to the right, which gives you an antidote, then, go to the save point.

-Talk to Balfor: You need to get to Balfor, but you can't be seen by the guards. It's easy if you go to the right. (You can safely break these boxes later on.) Talk to Balfor, and he'll tell you to press a switch.

-Hit Cell Door Switch: The easiest way to get to the switch is from the save pedestal. Go left from here and press B at the switch for a cut scene.

The guards are now gone, and you can get the courage point in Balfor's cell. There are a few more things to do before you leave here. Move that box that Bilbo can push so that you can jump onto the ledge on the wall. Get the courage points, then, get ready to throw a rock. On that upper part of the room is a switch. Hit it with a rock, and a ladder will drop. Up the ladder you can get courage points and open a chest for Master Stick Tactics (now your attack is stronger, you can do a 3-hit combo, and you can do a spin attack if you hold down B). There's also a room up here with two chests and a skeleton key (press Z when trying to unlock a chest to use it). Also, press B at the switch to open the gate near the last save pedestal. Through there are silver pennies and courage points.

Exit Caves (required) continued...: Finally, it's time to leave...almost. Go through the new path, climb up to a high place, then, fight off the goblins. There's a save pedestal here and a mine cart. You have to ride it, but there are different paths to go. Press B to hit the arrows as you near them to change the path. (When you first start, I can't remember what color the first arrow is, but the second needs to be red. It is in a hole in the rock which you may recognize as the place below the Grit-lift, which was the big, long one. Anyway, make the next arrow red, too, so you go right and into an alcove. A chest and Waters of Vigour are here. There's also a big, white courage point.) Anyway, on the mine cart, just make all the arrows green, and you'll end up in another area. Get money from the boxes, then, save if you want at the pedestal.

Past here, at some ledges is a health potion. Up the ledges, get the ring, and there will be a cut scene.

G. CHAPTER 6: FLIES AND SPIDERS

OVERVIEW

1023 silver pennies: These aren't that hard to find. Just look everywhere and open every chest.

4400 courage points: Just look everywhere. Many are gotten from the spiders at the end of the area.

21 chests: Sixteen chests are in the "Find the Dwarves" quest, three in the "Burn Away the Thick Webs" quest, two are in the "Find Memento for Corwin" quest.

7 quests: Only one chest is optional, but the rest are required.

QUESTS

Find the Dwarves (required): Now you can use the ring with Z to become invisible

for a limited time. There are a lot of webs and eggs in this area. You can get things like silver pennies from the eggs, and cut the webs with Sting. Anyway, climb up the rope. Over here are evil plants that shoot stuff at you and a chest with an antidote in it. Past here are webs to cut through and spiders. It's best to use the walking stick on the green ones so you can kill them before they get close enough to poison you. Later on, there's some poisonous water, so cross the ropes above it to a save pedestal. Past here, kill the shielded enemies (don't forget to use the jump attack), then, throw a rock at the rotten log above the water to make it fall. Cross it. (To the left, you can cross some ropes and branches to get many courage points and to find a chest.) Anyway, nearby is a chest with an antidote in it and evil plants. There are also fire rocks and a rope to climb up. Here's a save pedestal.

Burn Away the Thick Webs (required): Go forward and there will be a cut scene at the man.

-Find Oil: Go to the left and cut through the web. Many evil plants are here. Rocks work on them, and it is also easy to just run up, kill one, then, run away before the others can attack. It takes a while, but it's better than getting killed. Past the plants, climb up the rope. This area isn't as bad as it looks. To cross it, you just have to jump on the raised things until you get to the other side. Whenever you jump on one, a few more raise up and soon the one you're on will sink. On the other side is a save pedestal. Drop down and open the chest to the right. Now, have the big, brown part of the ground collapse by stepping on it. Pull the block so the water starts to rise. Get on the thing down here, since it floats. When the water is high, you can use the rope to get to some courage points, and you can jump with your walking stick to the other side of the water. Many webs and spiders are here. Also, the oil is in the chest and possibly an antidote. All the chests on higher ledges, you can get later on. (To the left is a web you can get past. I'm explaining it in the "Find Memento for Corwin" quest, so don't forget to read it if you want to get everything in the area.) Another antidote is in one of the eggs. (I never knew antidotes were born from eggs.) Now, go past the web to the right. (Don't forget the chest, which has an antidote in it.) Past here you'll be back at the man.

-Use Oil on Campfire: So, use oil on the campfire. The big web will burn, and there will be yet another rope to climb. Poor Bilbo must be tired.

Find Memento for Corwin (optional): In the area where you got the oil, to the left is a web you can cut through. Past it, slide through and defeat the armored spider by flipping it over with jump attacks. Now use the block to get to a higher ledge. There are two chests and a signet ring. In the chests were an antidote and a health potion. Now climb along the ledges to get out of here, and go talk to Corwin.

Find the Dwarves (required) continued...: Past that big web are spiders and a chest with a health potion in it. Near the river, climb up a vine on a tree to get to a rope. From it, go into the tunnel. Watch out for spiders in here. Keep crossing ropes and branches (You're over where you got the oil now.) and don't forget a chest that is over to the right. Past all of this stuff is a save pedestal. Now go through the tunnel here. There's a chest with a health potion and an antidote in it and an egg here has an antidote in it. Over to the left are a lot of those enemies from before to fight. Some can use magic, I think. Just use jump attacks like before, and they shouldn't be too hard to defeat. Climb the rope nearby to get some things, then, go forward and fight off more enemies. There's a chest with a health potion in it and a save pedestal here.

You can use the thing in the water to float to the little islands. There are two ropes that can take you up into the branches. If you look hard enough, you can find courage points and stuff, plus a red and blue urn and two chests. Get the yellow urn on one of the small islands in the water, then, go to the gate

thing. Use the urns in the order red, blue, yellow. The gate will open, so go in and fight the Wight Lord. There are also other enemies, and they can shoot this magic stuff at you. It's easier to kill the smaller enemies, and then attack the Wight Lord, rather than to attack the big enemy while the others are around and in your way. Also, the mushrooms come back, so you can use them a lot if you're low on health. After you win, go past here to a save pedestal, and open the chest nearby. It has an antidote in it. Past here, through some webs are a lot of spiders. Remember to use a jump attack on the big, armored spider to flip it over and hurt it. Anyway, kill the spiders and open the chest for Waters of Vigour. Past here is a save pedestal. Now, climb up some ropes. You'll pass a chest with an antidote and Master Sword Tactics in it. (You can now do more damage with Sting, do a 3-hit combo, and do a spin attack.) Now climb up father to a save pedestal. There's also a chest with an antidote and a health potion in it. Now slide down the area nearby. Once again, here's a save pedestal and a chest with an antidote in it. Farther on are a lot of spiders. Also, near here are evil plants near a chest. Past here are spiders again, then, a save pedestal and a chest (that I think has two antidotes and two health potions in it). Now go along the path, and there will be a cut scene.

Rescue the Dwarves (required, as it should be): This place is actually pretty easy as long as you get rid of the spiders as you go. There will be more every time you free a group of dwarves and later on. Also, there are many health mushrooms. They will come back after a short time. Anyway, this area has three save pedestals. At all three is a group of dwarves. Cut them down to free them. To get to two of the pedestals, there is a different little rope you can hold onto that will take you there.

Escape the Spider Lair (required): Once the dwarves are saved, head towards the exit, and you will have three giant spiders to kill, one at a time. Apparently, they underestimated little Bilbo. The first one is fairly easy, and there's an antidote on the ground. At the second spider, there are fire rocks, which are useful. With the third spider, there are many antidotes that appear and freeze rocks. The only way I could hurt it was after I hit it with a freeze rock. Kill it to end the area.

H. CHAPTER 7: BARRELS OUT OF BOND

OVERVIEW

1445 silver pennies: These can be found in chests (especially one in the "Find Thorin" quest) and in the rocks with blue spots.

2100 courage points: You need to look all over for these.

6 chests: Two are in the "Find the Dwarves" quest, and four are in the "Find Thorin" quest.

22 quests: All of these are required.

QUESTS

Find the Dwarves (required): There's a save pedestal to the right. (Don't be seen by the elves.) Anyway, climb up the rope nearby and up to a higher ledge. When the elf is gone, you can climb down here. (With the ring on, you can run over to the left, then, climb up some ledges to the right to find a save pedestal. In an alcove to the left is Deep Cellar Key 3, and there's a ledge over to the right of the save pedestal with a chest on it. There's also a health potion straight from the save pedestal and an antidote to the right of that. Also around the save pedestal are ropes and ledges that lead to courage points and a gated pathway I don't think you can't get into yet.) Anyway, on the right side of the area, when the elf isn't around, you can go up the pathway here. There's a chest you can get to by climbing along the thin ledges. Also, you can climb up to some higher ledges that have Willowweed and Deep Cellar Key 1. Now put on the right, and go to the left. Press B at the thing behind the elf to open the gate and get inside.

Find Opening Crystals (required): After a cut scene, you can save at this pedestal, then, look for the crystals. Make sure you use the ring if elves are near enough. Also, look all around for courage points.

Find Crystal 3: This crystal is on the right side of the area on a platform in the water.

Find Crystal 2: This one is in front of the throne.

Find Crystal 1: Straight from Crystal 3 is a save pedestal. Cross the bridge and cross the ledges here to get to the last crystal. (Nearby is Moonleaf.)

Open Stockade Door (required): Bring the crystals to some blocks. Use the crystals from left to right as number 1, 2, then, 3. The blocks will lower. Now push the other blocks on the squares with matching symbols to open a door near the save pedestal.

Find the Dwarves (required) continued...: Now go through the hallway near the save pedestal. In here, watch out for elves. You'll find a ladder later, so climb up and go over to the other side of the room where there's a save point and talk to Balin.

Find an Exit (required): Go through the hallway Balin mentioned. There's save point, then, farther on is a short cut scene.

-Talk to Balin: Go back and talk to Balin.

Find Potion Ingredients (required): After Lianna talks to you, you'll get a web potion.

-Find Moonleaf: If you didn't find it already, it is near Opening Crystal 1 in the throne room.

-Find Willowweed: If you didn't find it already, go through the pathway near Lianna to get back outside. This ingredient can be found on a ledge to the right of the big gate leading into the throne room.

-Find Spidersbane: Straight from Willowweed and to the right, go to the door to get into a hallway. Use web potion on the web. Kill off the green spiders. Past the webs here, you can get health mushrooms, courage points, Deep Cellar Key 4, and Spidersbane. After the last one, kill off all the big spiders and leave. Now go back to the room with the barrels (when you were looking for an exit after talking to Balin).

Make Galion Drowsy (required): In the barrel room, put all three of the herbs into the cup, and there will be a cut scene.

Talk to Balin (required): Um...go talk to Balin.

Find Thorin (required): Now you have a cave area to get through (after dropping into that hole in the floor). There are frogs around here. Also, make sure you look all over so you don't miss any of the courage points. (Also, in the rocks with the blue spots are silver pennies.) Around here is an exploding rock upgrade, two antidotes, one health potion, and a save pedestal. Also, when climbing around on some ropes, you can find Elvish Opening Crystal 4. So, enough with those pointless explanations. From the save pedestal, go straight forward and climb up the ledges and ropes to an area with a lot of little enemies and a frog. Kill them all to lower a rope. Up the rope, go forward to a save pedestal and a health potion. (This is the area to the left of the first save pedestal in this quest. Cross the ropes around here to get to two chests and courage points.) Go to the area to the right of the save pedestal. (On the ground below here, there is an antidote, a frogs, and an exploding rock upgrade.) You can climb on the ropes around here to find a chest and more courage points. At one tunnel, go through, and go along these ledges. Deep Cellar Key 2 is this way. Past that is a save pedestal and a chest containing

an antidote and a health potion. Now talk to Thorin.

Find Deep Cellar Keys (required): There are four keys that you need. They go in the thing that looks like a table nearby. Hopefully, you found them all by now, but if not, here they are.

-Find the First Key: This is right near where you found Willowweed earlier.

-Find the Second Key: This one is just outside this room in the hallway you came in by.

-Find the Third Key: Outside, this key is to the left of the big gate, to the left of the save pedestal here.

-Find the Fourth Key: This is in the same place where you found Spidersbane.

Free Thorin (required): Put all four keys in the thing near Thorin to free him. Now, you'll be back in the barrel room.

Open the River Gate (required): Before you do this, there is one other thing you should do. If you have Elvish Opening Crystal 4, go outside to the left of the gate. Up some ledges you'll find a gate. Use the crystal on the thing nearby to open the gate and get courage points and a scroll that increases the damage done by rock throwing. Now, press the switch in the barrel room and end the area.

I. CHAPTER 8: A WARM WELCOME

OVERVIEW

1800 silver pennies: Make sure look everywhere for these. Some are in cracked boxes and pots.

1900 courage points: Most are found when you complete missions, I think, but make sure you look around for any others.

18 chests: Four chests are in the East Warehouse and one in Rennar's Warehouse. Four you need to open because they have bottles and Malloc's dagger. The other nine are in the Thieves' Hideout.

20 quests: All the quests are required.

QUESTS

Talk to the Master of Lake-Town (required): Around the water are three save pedestals (and down by the water are courage points), and near one of the save pedestals are four men. Talk to them. One is the man you should talk to, Bard.

Stake Out the Wine Warehouse (required): Just outside the area is the Wine Warehouse. Hide behind the nearby boxes.

Follow the Thief (required): After a cut scene, follow the thief. Don't get too far or close. Hide when he looks back. Finally, you'll get to a building and end up back at Bard, who gives you a health potion.

Inspect the East Warehouse (required): On your way back to this place (the one the thief when into), you may as well get some things. Just past the Wine Warehouse are ropes that lead to courage points. Also, along the upper area nearby, there are courage points and a skeleton key. Look around for pots and cracked boxes, which have money in them. Later, before a dock, there's a rope that can get you to a courage point. At the dock is a save pedestal. Up nearby ropes, you can get things, including two health potions. Also, down by the water past here are more things. Now, go to the East Warehouse nearby. There's a save pedestal outside it. Inside the warehouse, break the boxes for money and a health potion. Once you're outside the room, the thing drops. Now kill the goblins. There are also two goblins throwing down bombs, but you can get to them later. Open the chest and break some boxes for a health potion, then, press the switch to open a door. Go through to a save pedestal. On these boxes

are two chests and a health potion. Push a smaller box over so you can get up to another switch. Press it, then, go back to the previous room. Climb up the boxes, cross the rope, then, press the switch. Cross two more ropes. At the second (third in total), you can get to a chest and get to the exit.

Talk to Bard (required): Once you leave the East Warehouse, Bard will talk to you. You are conveniently outside the Cider House where you need to go.

Explore the Cider House (required): Inside the Cider House, talk to people. Up some steps, after you talk to someone there, there's a new quest.

Find Rennar (required): Talk to the man at the dock near the East Warehouse. You'll get a key.

Inspect Rennar's Warehouse (required): Go inside a building not too far away. There's a save pedestal here. Now run past the green stuff. It can poison you, though it doesn't seem to last long. You can jump up onto the boxes (There's a stack of two, and Bilbo is somehow able to stand on the edge of the bottom, then, jump up to the top.) and get a health potion from the cracked boxes. You may as well run on over and press the switch over here to turn off the green stuff. Now go to the save point, then, cross the ledges here (the boards collapse when you step on them). Past here, kill some frogs. There's a health potion in the pots. Cross some ropes and ledges to a save pedestal. At the second rope here, climb up to the rafters to find a courage point and a chest. There's money and an antidote in it. Anyway, past that rope is the upper part of the room with the green stuff. Climb up the rope, then, cross the rafters. Down a rope, press a switch to open the door. Through here is a cut scene.

Tell Bard about the Weapons (required): Now, it's time to return to Bard, but you have to leave the area first. Press the switch to lower a rope, then, outside here, cross the rope. There are courage points all around here now. Get over to that save pedestal, and press the switch to open a door. Now leave the area. Back at Bard, talk to him.

Find Malloc (required): In the Cider House, talk to the man to the left. You'll get a key.

Bring Malloc his Dagger (required): Outside, go through the door with the courage points outside it. Inside, open the chest for the dagger. Go talk to Malloc again.

Find the Thieves' Hideout (required): You have five bottles to find.

Find a Bottle in the Cider House (required): The blue bottle is in the basement of the Cider House.

Find a Bottle in the Cider House (required): Talk to the barkeeper in the Cider House for the purple bottle.

Find a Bottle in the Orlan's House (required): This house is to the right of Malloc's house. Open the chest inside for the red bottle.

Find a Bottle in the Elik's House (required): This is to the right of the Great Hall where Bard is. Open the chest inside for the black bottle.

Find a Bottle in the Rand's House (required): To the left of the Cider House, go right. There's a courage point and a save pedestal here. The last house is also here. Open the chest inside for the yellow bottle.

Find the Thieves' Hideout (required) continued...: Talk to Malloc again. Back in the Cider House basement, put the bottles in this order on the thing nearby: yellow, blue, red, black, purple. A door will open, so go through and down the rope.

Find the Black Arrow (required): There's a save pedestal here. Also, there is a thing nearby that you use to switch platforms. Move the platforms so that you

can get a switch on the right side of the room (It's beneath the purple symbol.) and the door on the left. Push the switch, then, run through the door in the time limit. There are two chests here, and I think one has a health potion. Now press the switch, and leave the room. Move the platforms again so that you can press the left switch and run through the right door. There are two chests here, also, with one containing an antidote. Press the switch to open a third door. Move the platforms so that you can go through it. In this room are six switches, three barrels, and a save pedestal. Notice how the barrels have darker parts on them? I'm calling them the 1/3, 2/3, and 3/3 barrel according to how many parts are a darker color. You need to get through the right door, but first, I'll tell you how to get through the others. Put the 1/3 barrel on the left switch farthest from the entrance and the 2/3 barrel on the middle switch closest to the entrance. Now put the 3/3 barrel on the middle switch farthest from the entrance to open the door straight ahead. Through there are two chests, one containing a health potion. Now, back in the previous room, put the 3/3 barrel on the right switch closest to the entrance. Put the other two barrels on the other right switch farthest from the entrance to open the door to the left. Open this chest for a scroll. It is Master Jump Tactics for your walking stick, letting you do more damage and letting you hurt multiple enemies. Now back in the other room, put the 1/3 barrel on the closest left switch, the 2/3 barrel on the farthest middle switch, and the 3/3 barrel on the farthest right switch from the entrance to open the right door. Go through to a save pedestal for a cut scene.

Retrieve the Black Arrow (required): There are several save pedestals, courage points, and silver pennies here. There's also a chest at the entrance to the room and another chest on a ledge next to another save pedestal. Sneak on over to the black arrow. Don't get caught, and use the ring when you need to.

Return the Black Arrow (required): After climbing up a nearby rope, there will be a cut scene, and the goblins and thieves will start fighting, but you still can't get caught. Get whatever you missed (There are courage points on upper ledges.), then, go through the open door near the save pedestal. After leaving the area, there will be a cut scene. Talk to Bard to end the area.

J. CHAPTER 9: INSIDE INFORMATION

OVERVIEW

4000 silver pennies: Most of these are in chests, but some are in the rocks with blue spots.

2100 courage points: Just look all over for these. Climbing all over while Smaug is gone can help you find courage points you missed.

31 chests: There are chests all over, just look around. Five of them are in the chasm in the last quest, but the rest are all over the ground level and ledges.

7 quests: About half of these quests are optional and very easy. The rest are required.

QUESTS

Retrieve the Golden Cup (required): There's a save pedestal out here, and through the hallway is another one. Past here is Smaug. You can't wake him up, or else poor Bilbo will die. Jumping and stepping on coins fills up the meter, so be careful. Stand still so the meter will go back down again (or get off of any coins you are on). To the right of the entrance are two chests. One after dropping down the ledge and another under the ledge. Cross some ledges to the left and open another chest. Now, climb up a chain to a ledge. Get past Smaug's tail to a save pedestal. Don't forget the chest under the tail. Farther on, from near Smaug's claw you'll see a chest straight ahead. Go around to its right to get onto the ledge that it is on. There's an antidote in it. Not too far from here is a block. Use the block to get to a higher ledge. Use your walking stick to jump to the ledge where a switch is. Press the switch to

open a gate beneath here that reveals the Necklace of Girion. Anyway, from near the switch, jump to a ledge nearby, then, jump to a hanging thing. Cross these things and some chains, and at the last chain over Smaug's head, climb down and get the Golden Cup of Thrór. Now, follow the path of courage points and go back outside, where you give Thor the cup.

Find Smaug's Weak Spot (required): Go back inside. Smaug is awake, so use the ring so he can't see you. You still can't make much noise, either. Follow the trail of courage points. If you jump over the railing to the left, you'll find a chest. To the left of this is a save pedestal with a chest next to it on a pile of coins, and farther on is another chest on a pile of coins. Also, out from the save pedestal is a chest which is in Smaug's direction. Another chest is next to the wall under a ledge. Use the block to get to a ledge with a switch (the one that revealed the Necklace of Girion). Get onto the ledge above this switch, and go to the left, where you can jump with your walking stick to a slightly lower ledge. Use your walking stick to jump to the ledge with the money on it. Get the money and King Bladorthin's Spears, then, cross the railing. There's a save pedestal here and a chest with a health potion in it. (Remember this place. This is where a switch later on will reveal a ruby.) Past here, climb up a chain and up to a ledge. On a higher ledge, you can get to a switch. Press it to reveal a Golden Serving Dish, which is farther on past here, beneath some higher ledges with a save pedestal on it. At the save pedestal, you can cross some platforms and chains. (You can climb up the first chain to find a courage point.) Climb to the big hanging thing for a cut scene. Smaug is angry by the end, so make sure you're hiding behind something whenever he breathes fire. Don't leave your hiding place too early or else you'll still get burned. Follow the trail of courage points, and at the end, there will be a cut scene. Now the dragon is gone.

Find the Golden Tray (optional): Talk to Bombur for this quest. Below the save pedestal that is right before the platforms you cross to get to the big hanging platform when you are looking for Smaug's weak spot is where this item is revealed. Its switch is found a bit to the right of that save pedestal (if you're facing the wall, it would be right). This is explained better around the end of the quest "Find Smaug's Weak Spot". When you find it, talk to Bombur again.

Find King Bladorthin's Spears (optional): Talk to Balin for this quest. Remember that block from earlier? On the ledges above it was a switch. Get to the ledge above that switch and go left. Over here, jump with your walking stick to a slightly lower ledge. The Spears are here. For a better explanation, read about the middlepart of "Find Smaug's Weak Spot". When you have it, talk to Balin again.

Find the Necklace of Girion (optional): Talk to Dwalin for this quest. In the "Retrieve the Golden Cup" quest, I mentioned a block. Use it to get to a higher ledge, then, jump with your walking stick to a switch. Press this switch to reveal this item right below where the switch is. When you get it, talk you Dwalin again.

Find Groin's Giant Ruby (optional): (Even though there's supposed to be a symbol above the O, that's still an odd name...) Talk to Gloin for this quest. On one side of the room near the big chasm, you can go up a pile of coins onto a higher ledge. This leads to the other side of the chasm, which also leads to many other ledges. Eventually, you'll find a switch. Press it to reveal the ruby, which can be found on a lower ledge. (I mentioned its location a little bit after King Bladorthin's Spears in the "Find Smaug's Weak Spot" quest.) When you have the item, talk to Gloin again.

Bridge the Cavern (required): Before you do this, look for all the chests,

courage points, and money you missed. Besides the ones I've already mentioned, there are five chests on the ground level and nine when you are climbing around the ledges. On one side of the room near the big chasm, you can go up a pile of coins onto a higher ledge. This leads to the other side of the chasm, which also leads to many other ledges. Along the way, you'll find a skeleton key and a switch that reveals a ruby. At the very top, from the hanging platforms and chains, you can get to two chests. One of these has Master Jump Tactics for your sword (which lets you do more damage and hurt multiple enemies). Anyway, back at the chasm, climb down the rope. There are courage points and money around here. Go to the bottom. Four chests are down here in the water, and another is up a ramp near the save pedestal down here. All you have to do here is put the block on the little whirlpool thing to make the water rise. Now follow the trail of courage points, while pushing blocks onto nearby holes along the way. When you get to some ropes, just wait for the floating thing to rise up enough so you can get on it and ride it up. At the top, leave the area.

K. CHAPTER 10: THE GATHERING OF THE CLOUDS

OVERVIEW

1017 silver pennies: Look all over for these. They aren't too hard to find.

3100 courage points: Just look all over and don't forget to open chests and break pots.

12 chests: Two are next to the Arkenstone, four are gotten by spelling out the names of the four Dwarves in the main room using the symbols outside the Water Room, and four (possibly six) are gotten by directing water to the side paths in the Water Room. (For a better explanation of those last two, see "-Power the Gears" and "-Power the Cooler".)

16 quests: All of these are required quests.

QUESTS

Open the Doors (required): A save pedestal is around the middle of the room, and there are pots, too, but most are empty (but a few have antidotes or money). Anyway, there are four blocks in this room near four incomplete letters. The completed letter is next to the big ones, so you know what they look like. Pressing B to grab the block, then, A, lets you push it onto a new side. Remember that all these are corner pieces, so two of the edges around the side you want are darker, if that helps at all. Also, make sure you don't just push it in one direction. Sometimes the block needs to be turned from the sides, not just the front, to get the right symbol facing out when you put it in with the rest of the big symbol. Complete all four to open the doors. (In most of the hallways you can get into now, there are many poisonous spiders.)

Activate the Lifts (required: In the Gear Room, there is a part missing from the big machine. (Also, in the back area are courage points and money. If water is already in here, get the money by hanging off the edge of the wooden things back here.)

-Repair the Gears: In the main room, climb up the wooden stuff near the save pedestal to find the Gear Belt. Go back to the Gear Room, and climb up the area in the back and use the Gear Belt.

-Power the Gears: Now go to the Water Room. When going to the Water Room, the door is closed. Look at the symbols on the statue of Erebor nearby, then, step on those symbols in front of the door in the same order to open it. (Around the main room are the statues of Thrór, Durin, Thráin, and Thorin. Write down those symbols so you remember, then, go back to the symbols outside the Water Room. Spell out the names of those other Dwarves just as you did with Erebor to reveal four chests. Three are in the upper part of the main room and one is outside the hallway leading to the Water Room.) In the Water Room, there is a save pedestal and a health potion in one of the pots. Go up the ladder, and press B here. You need to turn these things to make water flow to the Treasury and the Gear Room. (The water flows in the direction of the lines in

the knobs. They look like wheels to me, so another way to put it is the water flows in the direction of the spokes.) Direct water to the two side things to reveal two chests and direct it to the two areas straight ahead to direct it to the rooms I mentioned earlier. (The two chests are in the Treasury. One is on the bottom floor and contains an antidote, and the other is on the upper area that you get to by lifts, and it has a health potion in it.)

Activate the Lifts (required) continued...: So, the lifts will be working once you return the Gear Belt and get the water flowing. (The lifts can take you to upper ledges where there are courage points and such. Spiders are in the upper part of the Gear Room.) The easiest way to get to the lifts are in the Forge or the Water Room.

Activate the Forge (required): In the Forge, there's a save pedestal and a pot with a health potion in it (and spiders in one area).

-Light the Forge: At the back of the side with the Dwarf, go up the ladder and press B to push the fire into the forge.

-Power the Bellows: Use a lift to get to the other switch in the Water Room. Use it to get water to both parts of the Forge. (Get water into the side areas to reveal a chest in the Gear Room and an upper part of the Forge that you get to by the lifts.)

-Power the Cooler: This can be powered when you're getting water to the bellows. Just direct water from the Water Room here, too. (There are two areas in the Water Room that look like they're hiding chests. I never got them, but I think that you might be able to get them if you have the water in this room directed into all eight paths at once. I'm talking about the four that go to rooms and the four side paths the water can go that I've already mentioned revealing chests in other rooms.)

Get the Treasury Key (required): Using the lifts to get to the upper part of the Water Room, you can find a key mold. Another key mold is on an upper part of the main room on the side with the save pedestal (There's spiders in certain places up here, so be careful.). You need to make these two keys before you can get the Treasury key.

-Get the First Throne Key: At the Forge, when it's activated, put a key mold on the thing with wheels near the switch. Push the switch to make a key.

-Get the Second Throne Key: Make another key with the second key mold just like you did the first.

Get the Treasury Key (required) continued...: With the two keys, go to the main room. On one side are two keyholes. Use the two keys you made to get the Treasury Key.

Open the Treasury Door (required): In the Treasury, there is an antidote and a health potion in the pots.

-Power the Door: When I said how to power the gears, I also explained how to get water in the Treasury.

-Find Missing Chain: On the upper part of the main room where there was a key mold, follow the thin ledges along the wall. Keep going (and fight off the spiders) until you get to a chain.

-Expose the Keyhole: Three of the chains you need to pull down are here, but one is missing. Once you get it, go to the upper part of the room using the lifts. Put the chain on the one where it's missing, then, pull it down. Use the Treasury Key on the keyhole to open the door.

Retrieve the Arkenstone (required): Through the Treasury door, there are courage points, money, two chests, and most importantly, the Arkenstone. Get it to end the area.

150 silver pennies: Look in chests for these.

???? courage points: These are unlimited, so you may want to just keep killing enemies until you have maximum health.

5 chests: Two are at the beginning. Two more are in the "Save the Dwarves" quest, and the last is in the "-Drop the Bridge" quest.

11 quests: All these are required.

QUESTS

Deliver Message to Bard (required): You'll get Gandalf's Message at the beginning of the area. There are also two chests (I think one has an antidote and two health potions) and a save pedestal here. Past here are some goblins.

Save the Dwarves (required): Well, it looks like Bilbo has some more rescuing to do. Those goblins can kill you pretty fast, so either throw rocks at them or go over to them while wearing the ring so you can hit them a few times, then, run for it. Once you kill them all, you can continue up the ladder that lowered. We're done with the Dwarves, but since we have one more quest between us and Bard, we'll just continue in this section. So, up that ladder is a save pedestal. Drop down past here. I think those things here are Wargs. Anyway, up some ledges nearby, you can find two chests. One is back to the right and the other is across the bridge to the left (and I think they both have an antidote and a health potion). Jump across the bridge, since it collapses onto some explosive things, I think. Also, from up here, you can jump with your walking stick to the other side of the spikes. There's a health potion here and past here is a save pedestal. This area over here is annoying. Just wear the ring to get past the goblins, then, take it off. When you are visible, you need to watch for falling barrels. Have one fall on the spikes blocking your path so you can get to the catapult. (This is just like with the stone giants on the mountain in an earlier place. Stand there where you want the barrel to land; when the shadow appears, get out of the way.) At the catapult, kill the goblin, then press the switch to have the catapult break down a wall. While you're at it, press B again to kill off a group of goblins. See how they like getting hit by barrels! Now go past the wall, save at the pedestal, and right after here is another quest.

Save Corwin (required): Here's another familiar person you need to save. (Apparently only Hobbits are the ones capable of fighting.) So kill the goblins, then, a ladder will lower. Climb up, and Corwin will shoot some goblins for you.

Deliver Message to Bard (required) continued...: So past here is an exploding rock upgrade and later a rope to climb up. Here is Bard.

Return to Gandalf (required): Go up some ledges. Past here, you'll need to jump with your walking stick over to the right. Past here, drop down and go right. There will be a cut scene, and Gandalf will talk to you.

Find Lianna (required): Past here is a save pedestal (a little bit before it, behind a pillar to the left is a health potion). Past here are some ledges to get past, and then you'll find Lianna. (And no, you don't have to rescue her. What a surprise.)

Destroy the Wall (required): Get the Waters of Vigour here, then, past here, go up the ladder to the left. Up here are spikes to get past, so climb up the ladder and jump with your walking stick to the other side. Do this again, but before you jump, get the Ladder Switch Lever. Now go up the ladder to the right past Lianna. There's an exploding rock upgrade here and a save pedestal. Near the save pedestal, use the lever. A ladder will lower, so climb up and press B at the barrel. It will cause the wall to break.

Find Beorn (required): Past the wall, cross the areas here.

Help Beorn (required): You'll have to help Beorn after a cut scene.

-Follow Beorn: Climb up a chain past here to a save pedestal, then, drop down.

-Drop the Bridge: At Beorn, go right along some ledges. At the end, climb up a chain. Climb to the top to find a chest. It looks like it has several antidotes and health potions. Past here, throw a rock at the barrel near the switch to lower the bridge.

Free Beorn (required): Past here is a save pedestal and then a cut scene. You need to finish this quest before Beorn dies. So, in this area where Beorn is, go right. Go up the weird moving stairs and press B at the blue barrel. Now climb up a ladder. Go right and jump with your walking stick to a lower area. Press B at this blue barrel. Near here, grab onto a chain, and it will take you over to another blue barrel. Press B at that, then, climb up a chain. Get past some spikes and press B to push the last barrel. Beorn is free, and you have finished the game. Good job.

5. Copyright Stuff

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