

| nome | tipo | start | lung |
|--------|-------|-------|-------|
| hobbit | progr | 5 | 191 |
| p | CODE | 40000 | 6912 |
| h | CODE | 24576 | 37688 |

```

5 CLEAR 24575
10 BORDER 0: PAPER 0: INK 0: C
LS
20 POKE 23659,0: PRINT AT 22,0
;
30 LOAD "p"CODE 16384
40 POKE 23659,0: PRINT AT 22,0
;
50 LOAD "h"CODE
60 PRINT USR 27648

```



157820

Congratulazioni!

Stai per giocare con il gioco più sofisticato, mai sviluppato, per i microcomputer!

Melbourne House associata con la Tolkien Estate sono molto orgogliosi di essere in grado di offrirti "The Hobbit" un incredibile programma basato su J.R.R. una brillante e fantasiosa favola della Tolkien!


Nel programma "The Hobbit" ti assumi il ruolo di Bilbo, piccolo gnomo. Dovrai essere in grado di percorrere liberamente il "Centro della terra" "MIDDLE HEART", esplorare e scoprire questa meravigliosa e incantata terra. Incontrerai tutti i tipi di creature, alcune amichevoli, altre meno, la tua avventura sarà pericolosa ed eccitante ed sarà il luogo della sfida di Bilbo! Se non hai dimestichezza con gli gnomi, devi sapere che essi sono un piccolo popolo, circa la metà della nostra altezza e più piccoli dei tuoi barbati. Gli hobbits non hanno barbe. Possono o no essere magici. Per una più completa descrizione devi leggere "The Hobbit", anche se queste informazioni saranno sufficienti per farti capire che le maggior parte delle creature che ~~incontrerai~~ incontrerai in questa avventura saranno più grandi e più forti di te. Dovrai perciò usare tutta la tua astuzia ed abilità per sopravvivere! All'inizio dell'avventura Gandalf, un mago, ti avrà detto come iniziare la nuova ed eccitante avventura per aiutare Thorin, il nano. La tua missione è di cercare di sfuggire al drago cattivo, prendere il tesoro da lui accumulato e tornare alla tua casa dove metterai il tesoro al sicuro in un cassetto. Seguentemente devi cercare Thorin e

prezzerlo. Potrebbe essere ucciso durante l'avventura ed è molto impro-
babile che tu sopravviva ai pericoli del tuo viaggio. Nel migliore dei
casi Balbo potrà tornare con una meravigliosa storia da raccontare
nelle lunghe e fredde sere d'inverno davanti al fuoco.

• COMUNICAZIONI CON IL COMPUTER

In questa avventura il computer sarà per te un interprete ed
un tramite: gli comunicherai in ENGLISH cosa vuoi fare e lui
lo farà, il computer ti potrà poi dare delle informazioni su dove sei,
cosa puoi vedere e cosa le altre creature stanno facendo. Se il
computer non è sicuro delle tue intenzioni o se esiste qualche
ambiguità su ciò che hai detto esso tornerà da te per chiedere ulter-
iori chiarimenti. Il computer ha un grosso vocabolario, può esegui-
re ^{oltre} 50 azioni differenti (fatte da 30 ~~azioni~~ verbi elencati alla
fine, combinate con oltre 10 preposizioni) così da essere in grado
di eseguire sofisticate comunicazioni. d'uso del semplice ENGLISH
ti permette di immettere le tue istruzioni come frasi normali.

• LO SCHERMO

Lo schermo è diviso in due "finestre". Le 5 linee in basso rappresen-
tano la tua "finestra di comunicazione" con il computer. Qualunque
cosa batterai verrà mostrata in questa finestra in lettere maiusco-
le e questa parte dello schermo scorrerà indipendentemente dal
resto dello schermo. Se per qualche ragione c'è delle confusione
in ciò che hai battuto il computer ti risponderà prontamente nella
tua finestra. es. della parola "DOOR" il computer risponderà
non capisco la parola DOOR ed altri messaggi saranno stampati
quando il computer non riuscirà ad eseguire ciò che hai battuto. Il
resto dello schermo è "la finestra dell'avventura". Qui è dove sarai in
~~le~~ 

grado di vedere cosa sta succedendo, cosa da un certo posto fuori vedere e così via. Ogni azione da te intrapresa verrà stampata in lettere minuscole in queste parti dello schermo con molti più dettagli di quanti tu ne hai inseriti. Ogni azione intrapresa, se eseguita verrà stampata come di seguito: "YOU TAKE THE SHORT STRONG SWORD" "prendo la corta, robusta spada" e così via di seguito.

Descrizioni delle locazioni oggetti, cose c'è negli oggetti e così via saranno anche mostrate nelle finestre dell'avventura, le quali scorrono indipendentemente dalle finestre di comunicazione. Normalmente non è che essere verrà "stampato" sullo schermo senza perdere alcuna informazione. Qualche volta, poiché tu hai battuto più di una fase alla volta o se ci sono molte azioni da compiere le informazioni che tu prenderai ~~non~~ riempiranno tutto lo schermo, da velocità di scorrimento delle informazioni sullo schermo è tale da permetterti di leggerle comodamente. Comunque se vuoi leggere qualcosa con più comodità premi un tasto e lo scorrimento si fermerà, appena toglierai il dito tornerà tutto normale.

- CONCETTI GENERALI SULL' AVVENTURA "THE HOBBIT" -

L'avventura è una simulazione, dove tu intrinchi Bilbo su essa deve fare nelle varie situazioni. La mappa di Wilderland, dove si svolge l'azione puoi trovarla nel libro "The Hobbit", ed oltre 50 locazioni descritte nel libro sono rappresentate nell'avventura. Quindi inserendo una nuova locazione, ed il computer ti darà una completa descrizione di dove sei e di come, e il posto, ti verrà anche data una lista delle possibilità d'uscita del posto in cui ti trovi. È una buona idea tracciare una mappa delle diverse locazioni connesse l'una con l'altra: ~~potresti~~ potresti averne.

②

bisogno nel caso ~~di~~ doverci tornare indietro. Arrivato alla loca-
zione il computer ti fornirà una breve descrizione di dove sei.
Volendone una più completa devi semplicemente chiederle al
computer. Durante l'avventura scoprirai molti strani e meravigli-
gliosi oggetti, alcuni possono avere proprietà magiche altri no,
ma possono sembrare di averle. Alcuni possono essere usati come
arma, altri magiati e così via. Ci sono però alcune leggi in
Wilderland che devono essere rispettate: non puoi sollevare oggetti
ferenti, e, se vuoi portare oggetti, non prenderne troppi in modo
da fare un carico troppo pesante, di queste leggi valgono per gli
altri personaggi, ma siccome essi sono molto più forti di te posse-
no prendere cose che tu non puoi prendere. Non devi prendere
un oggetto per poi usarlo, per esempio se c'è una spada sul terra-
no tu puoi dire: "kill the goblin with the sword" ("uccidi lo gno-
mo con la spada". Ciò finché se la spada è portata da un altro
più forte di te, potrebbe non lasciarla prendere. Alcuni oggetti
possono essere usati come contenitori, esempio: sacchi, barile e così
via; non puoi inserire oggetti nel contenitore se sono troppo
grandi, né puoi inserire oggetti se ~~sono~~ i contenitori sono chiusi.
Alcuni contenitori sono trasparenti altri no: ~~sono~~ quelli non trasparenti
dovrai aprirli per vedere gli oggetti dentro. I liquidi non potranno
essere trasportati se non posti in contenitori, se un contenitore
si buca il liquido sgocciolerà fuori. Alcune cose possono
essere chiuse, esempio ovvio le porte ma anche le finestre, i
nascondigli segreti ecc. Per sbloccarli devi usare la giusta
chiave. Alcune cose sono fragili, devi perciò maneggiarli con
cura, comunque tu puoi decidere di rompere alcuni di essi. Tei

come un'ape all'azione all'oggetto da rompere e con cose da rompere, se per esempio vuoi rompere una porta con una bottiglia l'unica cosa che otterrai ... saranno i cocci! Il combattimento ti indebolirà, avrai perciò bisogno di mangiare, altrimenti non riuscirai a sollevare il più leggero oggetto, devi mangiare regolarmente e le tue forze torneranno. Attenzione però a non essere ingordato!

- LE REGOLE DI INGLISH.

Questo programma è in grado di parlare con te in INGLISH ^{il computer} e di comprendere se parlerai anche tu in INGLISH. Questo ^{di programmazione} linguaggio è il più sofisticato, ~~ma~~ è sviluppato su ogni microcomputer. Le regole sono semplici:

- Ogni frase deve avere un verbo: la più piccola frase avrà, quindi, come minimo un verbo. es.: RUN (correre); CLIMB (salire); WAIT (attendere). Queste frasi vanno tutte bene. Il significato dei verbi può essere alterato con l'uso di avverbi come: run quickly (correre velocemente) or viciously break the door (viciosamente rompi la porta)

Normali applicazioni di grammatica e l'ordine delle ~~parti~~ diverse parti delle frasi non sono critiche. Ad esempio le seguenti frasi sono entrambe valide ed hanno lo stesso significato:

With the sword carefully attack the Troll (con la spada con precauzione attacca il gigante)
Attack the Troll carefully with the sword (attaca il gigante con la spada e con precauzione)
I gli aggettivi che descrivono gli oggetti debbono essere scritti prima del nome, se "sucha" bene probabilmente entrerà bene. es. Open the green door (apri la porta verde) vs bene, mentre non è giusto dire: Open the door green (apri la verde porta). - Preposizioni come WITH (con), UNDER (sotto), ON (su), OFF ecc. normalmente in "Inglish" vengono prima del

31

del nome: es. Attack with the sword (attacca con la spada)
Pickup the gold (prendi l'oro). Ci sono alcuni verbi in cui
le preposizioni possono essere scritte prima o dopo: es. Turn the
light on (accendi la luce); Pick the gold up (prendi l'oro)

- USO DI "AND"

Tu puoi usare le parole "and" in tutto il suo significato, tra le altre
cose ti permetterà di inserire più frasi insieme. Le seguenti frasi chia-
riranno ~~da~~ i vari significati di "and":

"Take the lamp and the rope out of the barrel" (estrai la lampada e
la corda del barile)

"Drop the short and the long swords" (fai cadere la spada lunga e quella corta)

"Take the money and run" (prendi i soldi e scappa!)

Usando l'ENGLISH il tuo computer comprenderà tutte queste frasi.

- Puntuazione e punteggiatura

Frasi differenti devono essere separate da alcuni tipi di punteggiatura:
puoi usare "and", virgola, punto e virgola o punto come più desideri.
L'unica limitazione fatta dal computer è sulla lunghezza della frase:
solo 128 caratteri. Ricorda inoltre che ogni volta decidi di fare qual-
cosa le altre creature possono anche loro decidere di fare qualcosa e tu
potresti avere dei risultati inaspettati nel caso inserissi troppi comen-
di alla volta

- USO DI ALL, EVERYTHING, EXCEPT (tutto, ogni cosa, eccetto)

Potrebbe essere conveniente per te ^{evitare di} descrivere ogni oggetto in un luogo o stanza
^{qualcosa} se desiderassi prendere ogni cosa. Perciò puoi generalizzare usando
"all", "everything", "except" come meglio credi. Tu puoi qualificare ciò che
vuoi manipolare, in altre parole tu puoi dire, ad esempio:

"all dwarves" (tutti i nani) EVERYTHING EXCEPT GREEN BOTTLES (ogni cosa eccetto
le bottiglie verdi)

Questi di seguito sono esempi di frasi valide:

"Eat everything" (mangia tutto) "Open all except the green bottle"
(apri tutto meno la bottiglia verde)
"Break all bottle except the green one" (rompi tutte le bottiglie meno la verde)

• LIMITAZIONI DI INGLISH

Per descrivere un oggetto puoi usare solo il nome dell'oggetto o i suoi
aggettivi, se ci sono. Se vedi, p.e. che ci sono alcune deliziose
bollicine da birra in una bottiglia puoi dire:

"Drink beer" (bevi la birra) "Drink ~~the~~ delicious beer" (bevi la deliziosa birra)

"Drink foaming beer" (bevi la spumeggiante birra) "Drink delicious foaming

beer" (bevi la deliziosa spumeggiante birra) "Drink foaming delicious beer"

(bevi la spumeggiante deliziosa birra) - Non puoi usare le posizioni

dell'oggetto come sua descrizione. es: Drink beer in bottle (bevi la

birra in bottiglia) non va bene. Non puoi avere più di un aggettivo

in una stessa frase, o meglio non puoi eseguire più di un'azione

multimedialmente per un oggetto. es. puoi dire: "Put the rope on the

chair" oppure "Put the rope on the table" (metti la corda sulla sedia / tavolo)

ma non puoi mettere contemporaneamente la corda sulla sedia e

sul tavolo. Quindi significa che non puoi dire cose del tipo:

"Attack the wolves with everything" (attaca i lupi con qualsiasi cosa)

- TROVANDO LA TUA VIA IN WILDERLAND

Ci sono molte strade che tu puoi indicare al computer ~~con~~ e utiliz

zarle per muoverti da una parte all'altra. Ad esempio tu sei a

casa (casa di Bilbo) e il computer ti dice: "Sei in un tunnel comodo

come un nappierino, ad ~~lato~~ ^{sud} c'è una porta verde, Gandalf va ad est

Tu puoi scegliere di restare o andare ~~ad est~~ sud o seguire Gandalf

Usa DEI TASTI CON LE FRECCE.

Puoi usare le \rightarrow per i movimenti veloci nelle principali direzioni.

(4)

Nord, sud, est, ovest. Non devi premere "SHIFT", solo 5, 6, 7, 8 e non è necessario premere ENTER quando usi queste frecce.
N.B. le frecce possono essere usate solo come primo comando, non puoi inserire una parola, tornare a capo e usare le frecce e le frecce non possono farti altro che i 4 principali movimenti.

- LA DIREZIONE

Le otto direzioni (N; NE; S; SE ~~SW~~ "su" e "giù") possono essere specificate dalla parola completa o dalla abbreviazione. es.

East. E "Go E." "Run east" "Quickly go east"

Così come puoi inserire più di una frase alla volta puoi usare la direzione come parte di un comando molto lungo. es.

Take everything and go east (prendi ogni cosa e vai ad est) o sei

bravo puoi provare: "E, E, SE, N"

- PASSANDO ATTRAVERSO GLI INGRESSI

Se vuoi entrare in un ingresso o in un passaggio puoi dire:

"Go THROUGH the green door" (vai attraverso la porta verde)

tu puoi anche andare attraverso le finestre o passaggi aperti.

Una cosa interessante è che tu puoi guardare attraverso porte e finestre, così puoi vedere cosa ti aspetta oltre.

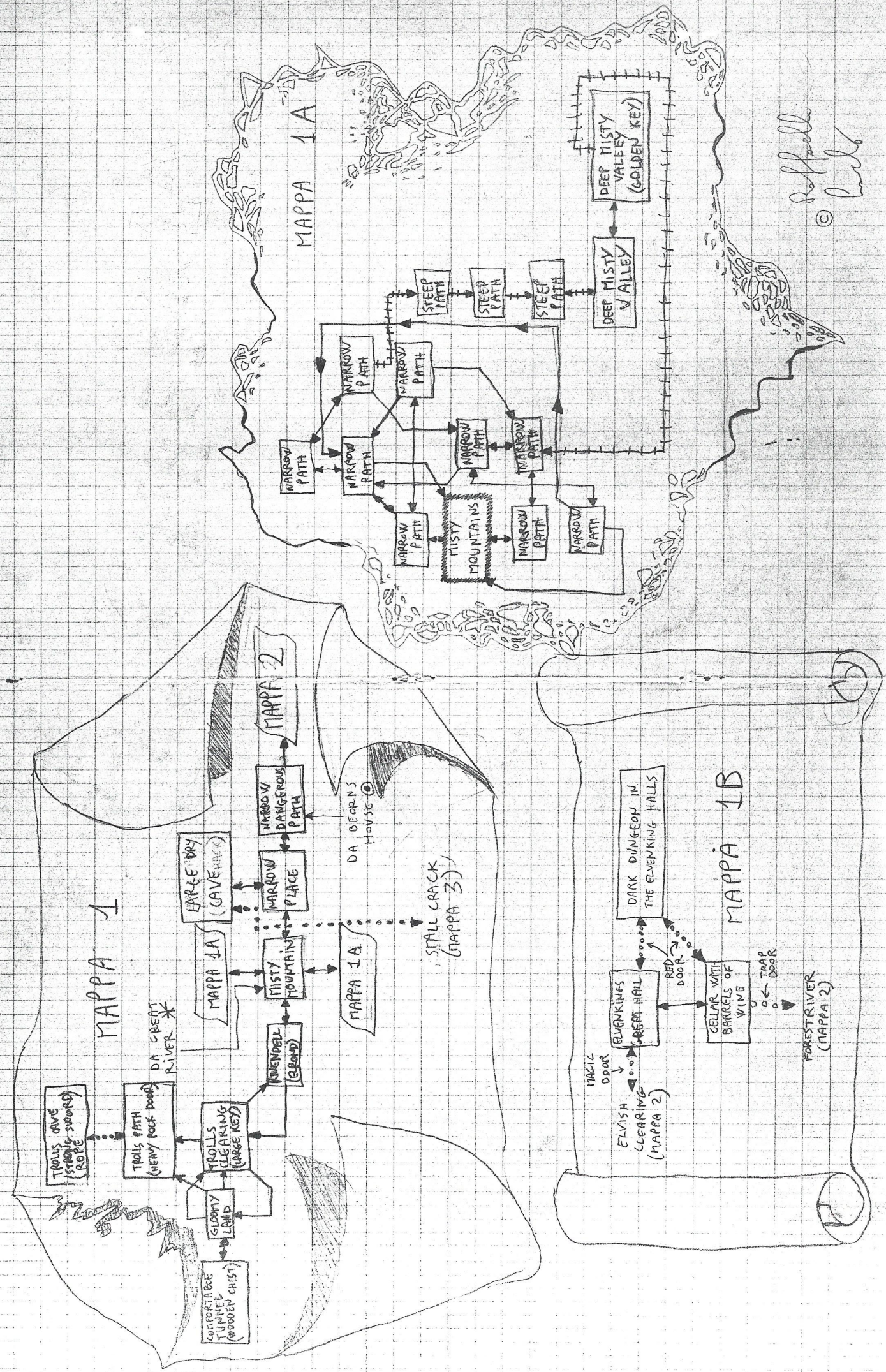
LUCE E BUIO

Nella tua ricerca del drago e del suo tesoro dovrai andare attraverso cave, cunicoli ed altre locazioni sotterranee.

Alcuni posti avranno luce naturale, altri no. In questi ultimi non potrai vedere nulla, sarai come disorientato e perderai il senso della direzione. È molto pericoloso muoversi nel buio!

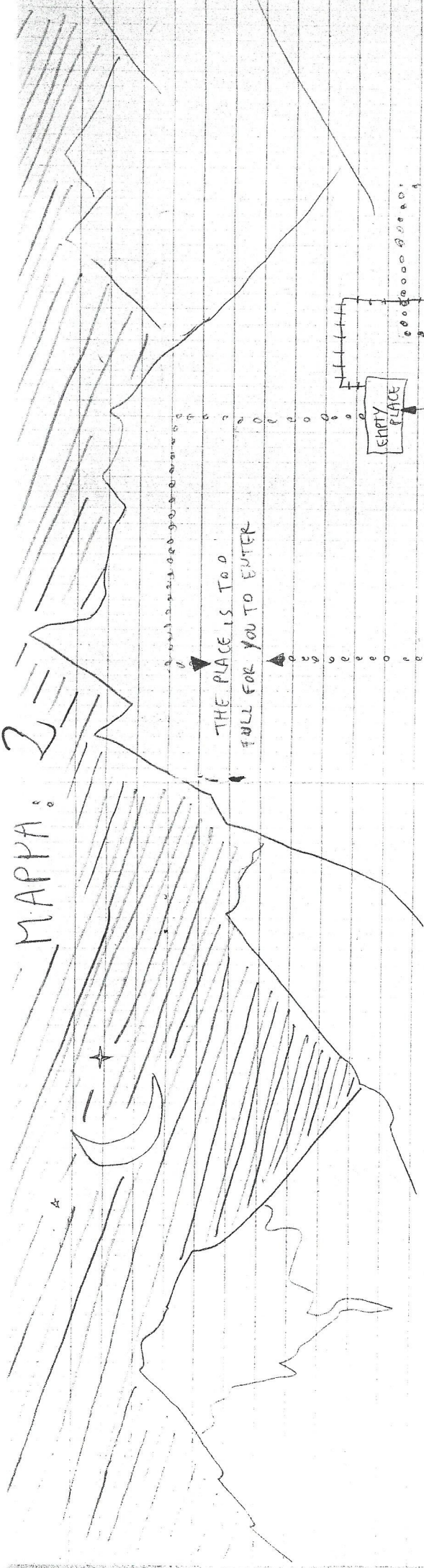
C'è un 'Elfo all'inizio
delle foreste, chiedere
di Helmond; lui ci
indicherà la strada
~~TRA~~ ponte di pietra
ci porti ed arrivi
da Elmond (mangi, bevi
ed aspetti momento proprio
per leggere la mappa)

MAPPA: 1 & 1A & 1B

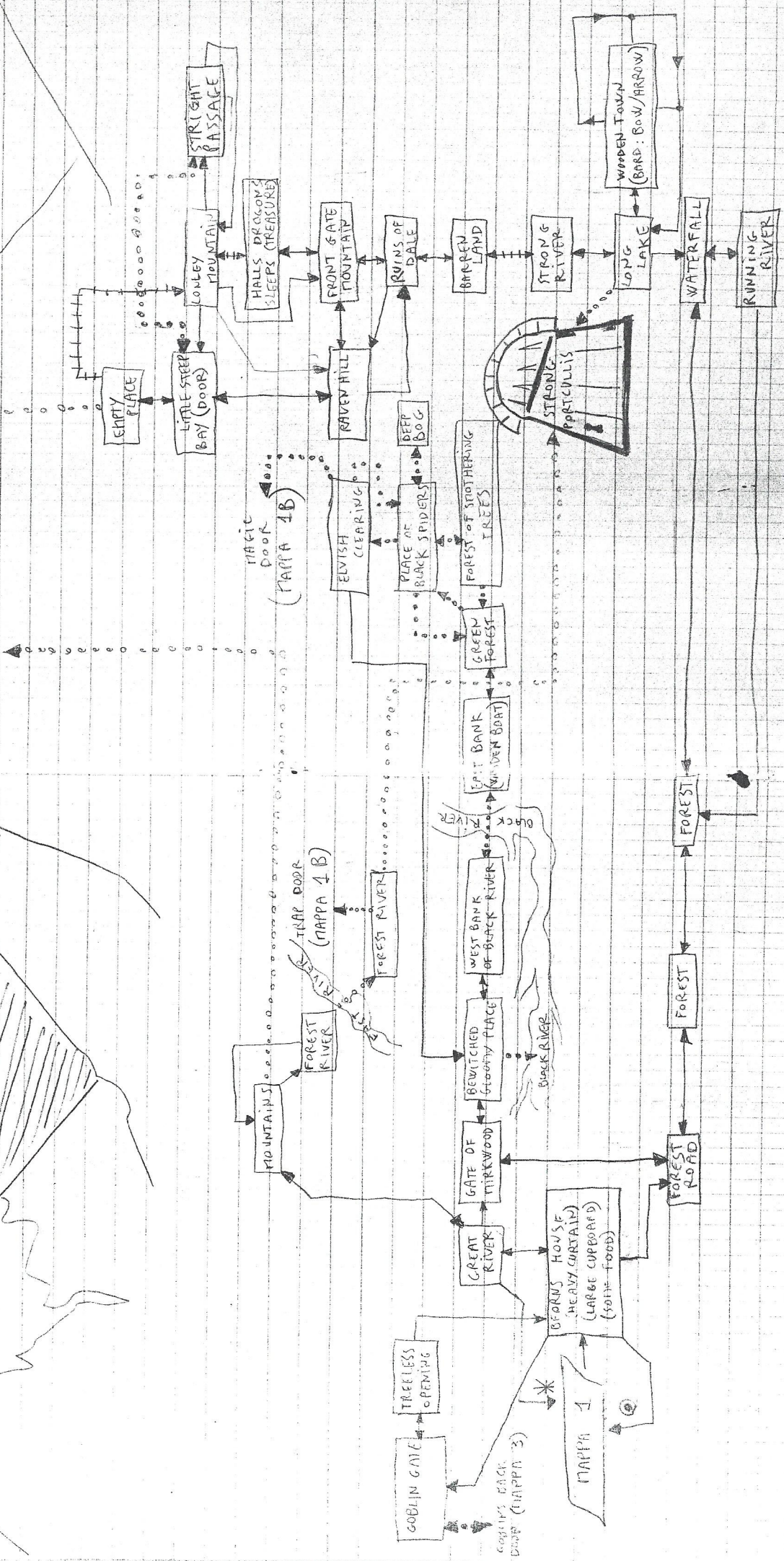


© RedHull
Lulu

MAPPA: 2

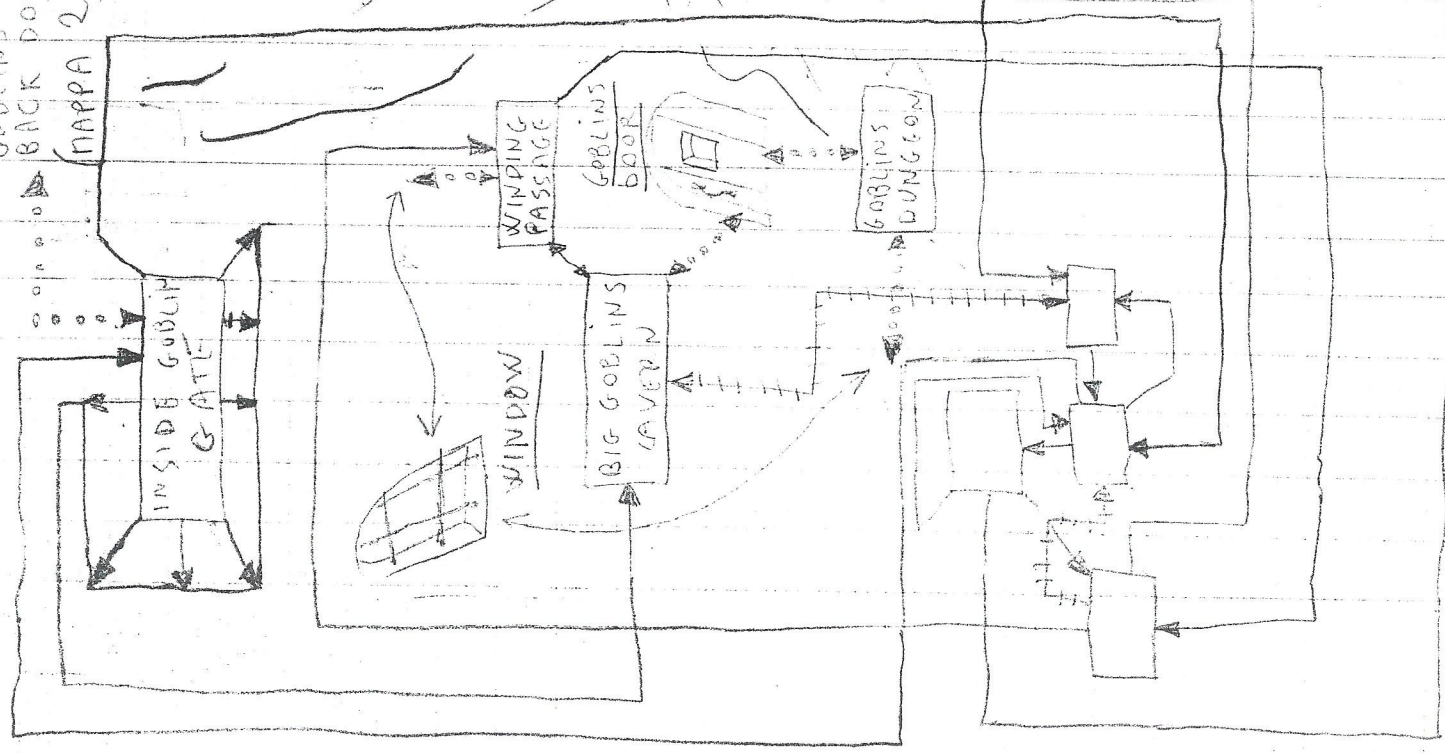


THE PLACES TOO
FULL FOR YOU TO ENTER

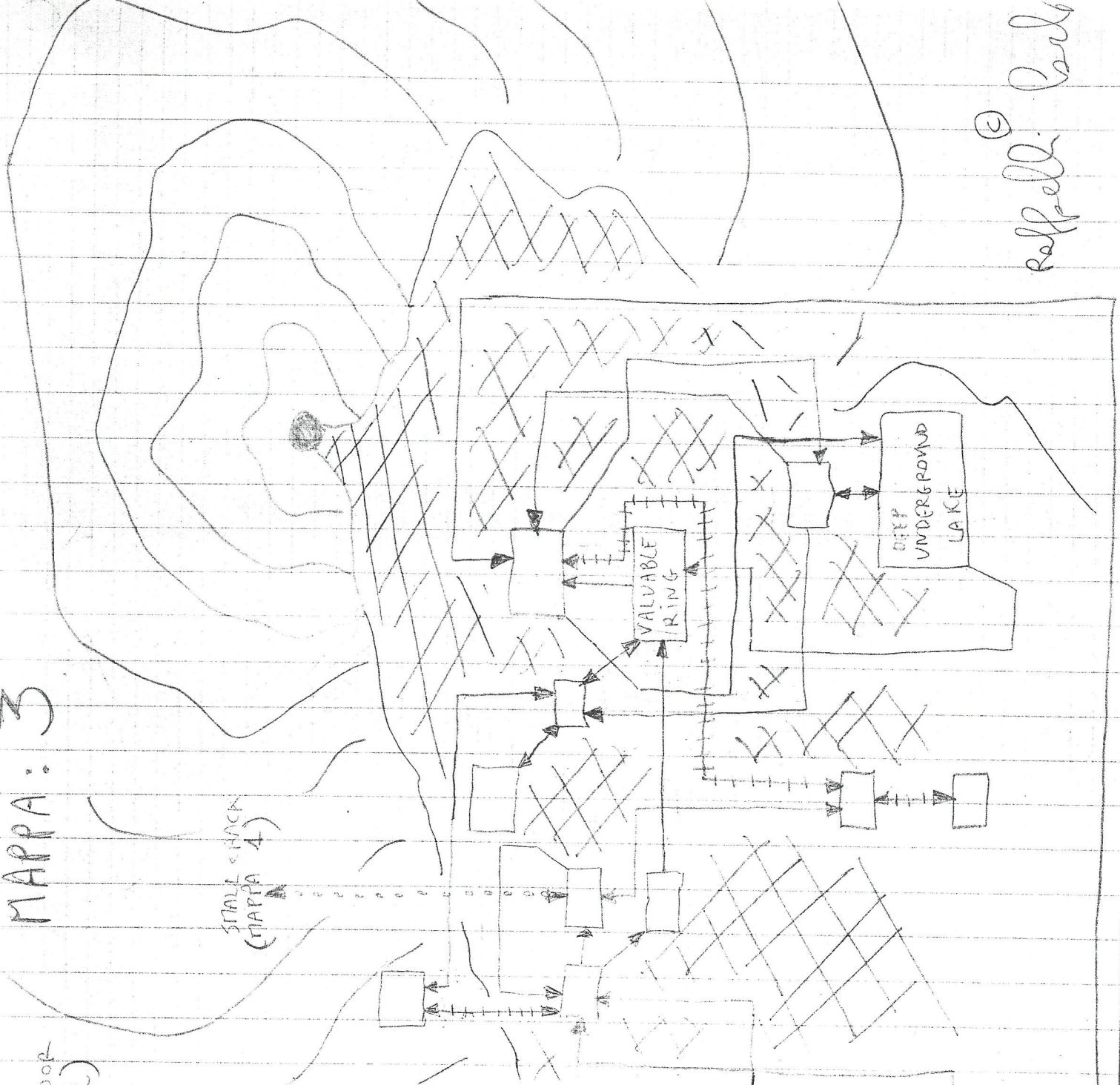


MAPPA: 3

GOBLINS
BACK DOOR
(MAPPA 2)



SMALL CRACK
(MAPPA 4)



Raffell © Carl

PAROLE ASSIEME DALL' HOBBIT

V = VERBO
 * = NON UNICO
 ○ = INVITILE

(A)

| | |
|---------|------------------------|
| ACROSS | AL DI SOPRA |
| AFTER | DOPO |
| ALL | TUTTO |
| ALREADY | GIÀ |
| AND | E (CONGIUNZIONE) |
| ANOTHER | UN ALTRO |
| ARE | ESSERE (VERBO PLURALE) |
| ARM | ARMA |
| ARROW | FRECCIA |
| ATTACK | UCCIDERE (V*) |
| AXE | ASCIA |

| | |
|--------------|------------------|
| <u>CLIMB</u> | SALIRE (V) |
| <u>CLOSE</u> | CHIUDERE (V) |
| COMFORTABLE | CONFORTEVOLE |
| COUNTRY | |
| CRACK | CREPA |
| <u>CROSS</u> | ATTRAVERSARE (V) |
| CUNNING | FURBO |
| CUPBOARD | CASSETTO |
| <u>CUT</u> | TAGLIARE (V) |

(F)

| | |
|---------------|--------------|
| <u>FALL</u> | CADERE (V) |
| FAST | VELOCE |
| FEEBLY | DEBOLMENTE |
| <u>FILL</u> | RIEMPIRE (V) |
| FINGER | DITO |
| FIST | PUGNO |
| FLAME | FIAMMA |
| FLOOR | PAVIMENTO |
| <u>FOLLOW</u> | SEGUIRE (V) |
| FOOD | CIBO |
| FORD | GUADO |
| FOUL | SPORCO |
| FROM | DA |
| FULL | |

(D)

| | |
|--------------|-------------------------|
| DALE | NOME |
| DANGEROUS | PERICOLOSO |
| DARK | SCURO |
| DEAD | MORTO |
| DEEP | |
| DENSE | |
| DESOLATION | |
| <u>DIG</u> | SCAVARE (V) |
| <u>DO</u> | (FA SALTARE IL SISTEMA) |
| DRAGON | DRAGO |
| DREADFUL | SPAVENTOSO |
| <u>DRINK</u> | BERE (V) |
| <u>DROP</u> | LASCIAR CADERE (V) |
| DRY | ARIDO |
| DUNGEON | PRIGIONE |

(B)

| | |
|--------|-----------------|
| BACK | INDIETRO/DIETRO |
| BARREL | NOME |
| BARREL | BARILE |
| BARREL | |
| BEAR | NOME |
| BELT | STREGATO |
| BIG | GRANDE |
| BLACK | NERO |
| BLEAK | SQUALLIDA |
| BLOOD | SANGUE |
| BOAT | BARCA |
| BODY | CORPA |
| BOG | PANTANO |
| BOW | ARCO |
| BREAK | ROMPERE (V*) |
| BROKEN | ROTTO |
| BURN | INCENDIARE (V) |
| BUTLER | MAGGIORDOMO |

(G)

| | |
|-------------|---------------|
| GANDALF | NOME |
| GATE | CANCELLO |
| GENTLE | GENTILMENTE |
| <u>GET</u> | PRENDERE (V*) |
| <u>GIVE</u> | DARE (V) |
| GLOOMY | |
| <u>GO</u> | ANDARE (V) |
| GREAT | GRANDE |

(E)

| | |
|----------------|----------------|
| <u>EAST</u> | ANDARE AD EST |
| EAR | ORECCHIO |
| <u>EAT</u> | MANGIARE (V) |
| EDGE | BORDO |
| ELF | ELFO |
| ELFOND | NOME |
| ELVES | DEGLI ELFI |
| <u>EMPTY</u> | VUOTARE (V) |
| <u>ENTER</u> | ENTRARE (V) |
| EVERYTHING | OGNI COSA |
| <u>EXAMINE</u> | ESAMINARE (V*) |
| EYES | OCCHI |

(H)

| | |
|--------------|-----------------|
| <u>HALLO</u> | SALVE! (V) |
| HAND | |
| HARD | |
| HEART | |
| HEAD | |
| <u>HELP</u> | AIUTO (V) |
| HILL | COLLINA |
| <u>HIT</u> | UCCIDERE (V*) |
| HOBBIT | NOME |
| HOLE | BUCA |
| HORRIBLE | ORRIBILE |
| HOUSE | CASA |
| <u>HURRY</u> | ATTENZIONE! (V) |

(C)

| | |
|-------------|-------------------|
| ACHE | NASCONDIGLIO |
| AMP | |
| W/CANNOT | POTERE/MON POTERE |
| ATURE | UCCIDERE (V*) |
| REFULLY | ATTENTAMENTE |
| <u>ARRY</u> | PORTARE (V*) |
| IVE | GROTTA |
| ELLAR | CELLA |
| HEST | CESTA |
| EARING | RADURA |

| | | | | |
|--|--|---|---|---|
| <u>IN</u> <u>IN/INTO</u> <u>INSIDE</u> <u>IS</u> <u>IT</u> | <u>I</u> (ELENCO OGGETTI) (V) PORTATI | <u>OFFER</u> <u>OLD</u> <u>ONE</u> <u>ONTO</u> <u>OPEN</u> <u>OUT</u> <u>OVER</u> | <u>Q</u> DONARE (V) APRIRE (V) | ROOM ROPE ROUND RUG RUIH <u>RUN</u> TAPPETO ROVINA (CORRERE) (V) |
| <u>LOOK</u> <u>LAND</u> <u>LARGE</u> <u>LAKE</u> <u>LEAVE</u> <u>LIFT</u> <u>LUNCH</u> <u>LOAD</u> <u>LOCK</u> <u>LOGS</u> <u>LOWLANDS</u> <u>LOW</u> | <u>L</u> (DESCRIZIONE LUOGO) (V) LANDA LARGO LAGO LASCIARE (V) PRENDERE (V*) PRANZO (CARICARE) (V) GIOCO CHIUDERE A CHIAVE (V) TRONCHI BASSO | <u>P</u> PASSAGE PATH <u>PAUSE</u> <u>PICK</u> <u>PUT</u> PLACE PLEASE PORTCULLIS <u>PRINT</u> <u>PULL</u> <u>PUSH</u> <u>PUT</u> | (SOSPENDE IL GIOCO) (V) (PRENDERE) (V*) (INSERISCE LA STAMPANTE) (V) TIRARE (V) PRENDERE (V) METTERE (V) | <u>S</u> SOUTH <u>SOUTHWEST</u> <u>SOUTHEAST</u> SAND <u>SAVE</u> <u>SAY</u> <u>SCORE</u> <u>SHOOT</u> SIDE <u>SIGN</u> <u>SING</u> <u>SIT</u> <u>SLASH</u> <u>SLEEP</u> <u>SLI...</u> |
| <u>MAGIC</u> <u>MAP</u> <u>MAP</u> <u>ME</u> <u>MEAN</u> <u>MIRKWOOD</u> <u>MISTY</u> <u>MONSTROUS</u> <u>MOUNTAINS</u> | <u>M</u> MAGICO VOMO MAPPA IO MOME NEBBIOSO MOSTRUOSO MONTAGNE | <u>QUIT</u> | <u>Q</u> ((ABBANDONA IL GIOCO)) (V) | SALVA IL GIOCO (V) DIRE (V) PUNTEGGIO TRAFIGGERE CANTARE (V) SEDERE (V) UCCIDERE (V) DORMIRE (V) UCCIDERE (V) |
| <u>NORTH</u> <u>NORTHEAST</u> <u>NORTHWEST</u> <u>NARROW</u> <u>NASTY</u> <u>NIGHT</u> <u>NO</u> | <u>N</u> NOTTE (DISINSERISCE LA STAMPANTE) (V) | <u>RAVINE</u> <u>READ</u> <u>RED</u> <u>RIBS</u> <u>RING</u> <u>RIVENDRE</u> <u>RIVER</u> <u>ROAD</u> <u>ROCK</u> | <u>R</u> ESAMINA (V*) COSTALE | SLOWLY SMALL SMOOTH SOFTLY SOME SPACE SPIDER STAIRS <u>STE...</u> STONE STRIKE STRONG STUFFY LENTAMENTE LISCIARE SOFFICEMENTE PRENDERE (V) ROMPERE (V) |

STUNNED
SWIM
SWORD
SYMBOL
SKULL

STORDITO
NUOTARE (V)
SPADA

(W)

WEST
WAIT
WEAR
WEB
WIDE
WINE
WITH
WOOD
WOODEN

ATTENDERE (V)
INDOSSARE
TELA
LARGO

(T)

TAKE
THAT
THE
THING
THORIN
THROW

LANCIARE (V)
LEGARE (V)

(J)

JUMP ONTO SALTARE SOPRA (V)

TIE
TOO
TORCH
TOWN
TRAP
TREELESS

TROLL
TUNNEL
TURN

RUOTARE (V)

(K)

KEY
KILL

UCCIDERE (V*)

(U)

UP
UNLOCK
UNTIE

SCHIAVARE (V)
SLEGARE (V)

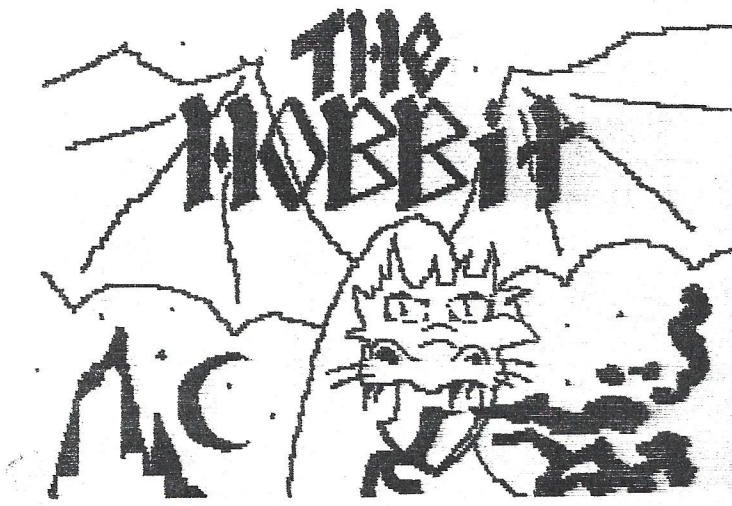
(V)

VALUABLE
VERY
VICIOUS

(C)

Raffelli
Ces

THE HOBBIT



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You are in a comfortable tunnel like hall
To the east there is the round green door

You see :
the wooden chest.
Gandalf.
Thorin.

Gandalf opens the round green door.
Thorin says " Hurry up "

You are carrying.
a curious map.
Gandalf goes east.

You go east.
You are in a gloomy empty land with dreary
hills ahead

To the west there is the round green door
Visible exits are: east north northeast

You see :
Gandalf.
Gandalf takes the curious map.
Thorin enters.

You wait.
Time passes...
Gandalf says " What's this ? "

You wait.
Time passes...
Gandalf closes the round green door.
Thorin says " Hurry up "

You wait.
Time passes...
Gandalf gives the curious map to you.
Thorin waits.

You talk to Thorin.
Gandalf goes northeast.
Thorin examines the curious map.
There seem to be some symbols on it but
Thorin cannot read them.

You go east.
You are in the trolls clearing
Visible exits are: southwest southeast
north

You see :
the hideous troll. The troll is
carrying
the large key.
the vicious troll.

Gandalf enters.
Thorin enters.
The hideous troll says " Blimey, looks at
this!! Can yer cook 'em? ".
The vicious troll says " Yer can try, but
he wouldn't make above a mouthfull "

You go southeast.
You are in Rivendell
Visible exits are: east west
You see :
Elrond.
Thorin enters.

You wait.
Time passes...
Gandalf enters.
Elrond says " Hello "

You wait.
Time passes...
Gandalf goes east.
Elrond gives some lunch to you.

You talk to Elrond.
Elrond says " No "
Gandalf enters.
Thorin waits.
Day dawns.

You talk to Elrond.
Elrond says " No "
Gandalf says " You are doing a great job "
Thorin waits.

You talk to Elrond.
Gandalf goes east.
Thorin waits.
Elrond examines the curious map.
Elrond says " Go west from the treeless
opening to get to Outside goblins gate "

You go west.
You are in in a clearing with two stone
trolls
Visible exits are: southwest southeast
north
You see :
the large key.
Thorin enters.

You take the large key.
Thorin says " Hurry up "

You go north.
You are in a hidden path with trolls foot
prints
To the north there is the heavy rock door
Visible exits are: south

You see :
Nothing
Thorin enters.

You unlock the heavy rock door with the
large key.

You open the heavy rock door.
Thorin waits.

You go through the heavy rock door.
You are in the trolls cave
To the south there is the heavy rock door
You see :
the short strong sword.
the rope.

Thorin enters.

You take the short strong sword.
Thorin says " Hurry up "

You take the rope.
Thorin says " Hurry up "

You go south.
The trolls path
Visible exits are: south
You see :

Nothing
Thorin enters.

You go south.
The trolls clearing
Visible exits are: southwest southeast
north

You see :
Nothing
Thorin enters.

You go southeast.
Rivendell
Visible exits are: east west

You see :
Elrond.
Thorin enters.
Elrond says " Hello "

You give the curious map to Elrond.
Thorin says " Hurry up "
Elrond says " Thank you "

You give the large key to Elrond.
Elrond says " What do you expect me to do
with this ? "
You have mastered 7.5% of this adventure.

You go east.
You are on a hard dangerous path in the
misty mountains
Visible exits are: east north west south
You see :
Nothing
Thorin enters.

You go north.
You are on a narrow path
Visible exits are: east northeast south
You see :
Nothing
Thorin enters.

You go northeast.
You are on a narrow path
Visible exits are: north southwest south
You see :
Nothing
Thorin enters.

You go north.
You are on a narrow path
Visible exits are: southeast south
You see :
Nothing
Thorin enters.

You go southeast.
You are on a narrow path
Visible exits are: northwest southwest
down
You see :
Nothing
Thorin enters.

You go down.
You are on a steep path
Visible exits are: down
You see :
Nothing
Thorin enters.

You go down.
You are on a steep path
Visible exits are: down
You see :
Nothing
Thorin enters.

You go down.
You are on a steep path
Visible exits are: down
You see :
Nothing
Thorin enters.

You go down.
You are in a deep misty valley
Visible exits are: east up
You see :
Nothing
Thorin enters.

You go east.
You are in a deep misty valley
Visible exits are: west up
You see :
the golden key.
Thorin enters.

You take the golden key.
Thorin waits.

You go up.
You are on a narrow path
Visible exits are: north west
You see :
Nothing
Thorin enters.

You go west.
You are on a narrow path
Visible exits are: east north
You see :
Nothing
Thorin enters.

You go north.
The misty mountain
Visible exits are: east north west south
You see :
Nothing
Thorin enters.

You go east.
You are in a narrow place with a dreadful
drop into a dim valley
Visible exits are: east west north
You see :
Nothing
Thorin enters.

You talk to Thorin.
Thorin says " No "
Thorin waits.

You go north.
You are in a large dry cave which is quite
comfortable
Below there is the small insignificant
crack
Visible exits are: south
You see :
Nothing
Thorin enters.
Someone closes the small insignificant
crack.

You wait.
Time passes...
Thorin waits.

You wait.
Time passes...

You wait.
Time passes...
Someone opens the small insignificant
crack.

You wait.
Time passes...
Thorin sits down and starts singing about
gold.
The nasty goblin enters.

You go down.
You are in the dark stuffy passage
Above there is the small insignificant
crack
Visible exits are: south northeast
You see :
Nothing
Thorin enters.
The nasty goblin enters.

You go northeast.
You are in the dark stuffy passage
Visible exits are: southeast east south up

You see :
the hideous goblin.
Thorin enters.
The hideous goblin captures you.
You are in the goblins dungeon
To the north there is the goblins door
To the west there is the window
You see :
some sand.
Gandalf.

You dig some sand.
In the sand there is
the trap door.
Thorin appears.

You talk to Gandalf.
Gandalf says " No "
Thorin waits.

You talk to Thorin.

You strike the trap door.
Thorin waits.

You strike the trap door.
Thorin waits.

You strike the trap door.
Thorin says " Hurry up ".

You strike the trap door.
Thorin says " Hurry up ".

You strike the trap door.
Thorin says " Hurry up ".

You strike the trap door.
Thorin says " Hurry up ".

You strike the trap door.
The door is broken.
Thorin takes the small curious key.

You are in a comfortable tunnel like hall
To the east there is the round green door

You see :
the wooden chest.
Gandalf.
Thorin.

Gandalf opens the round green door.

You go east.
You are in a gloomy empty land with dreary
hills ahead
To the west there is the round green door
Visible exits are: east north northeast

You see :
Nothing
Gandalf enters.
Thorin enters.

You go east.
You are in the trolls clearing
Visible exits are: southwest southeast
north

You see :
the hideous troll. The troll is
carrying
the large key.
the vicious troll.

Gandalf enters.
Thorin enters.
The hideous troll says " Slimy, looks at
this!! Can yer cook 'em? ".
The vicious troll says " Yer can try, but
he wouldn't make above a mouthfull "

You go southeast.
You are in Rivendell
Visible exits are: east west
You see :

Elrond.
Gandalf enters.
Thorin enters.
Elrond says " Hello "

You talk to Elrond.
Gandalf says " Hurry up ".
Thorin waits.
Elrond examines the curious map.
Elrond says " Go west from the treeless
opening to get to Outside goblins gate "

You wait.
Time passes...
Gandalf goes east.
Elrond gives some lunch to you.

You wait.
Time passes...
Thorin says " Hurry up ".
Day dawns.

You go west.
You are in in a clearing with two stone
trolls
Visible exits are: southwest southeast
north

You see :
the large key.
Thorin enters.

You take the large key.
Thorin says " Hurry up "

You go north.
You are in a hidden path with trolls foot
prints
To the north there is the heavy rock door
Visible exits are: south

You see :
Nothing
Thorin enters.

You unlock the heavy rock door with the
large key.
Thorin says " Hurry up "

You open the heavy rock door.

You go through the heavy rock door.
You are in the trolls cave
To the south there is the heavy rock door

You see :
the short strong sword.
the rope.
Thorin enters.

You take the short strong sword.

You take the rope.

You go south.
The trolls path
Visible exits are: south

You see :
Nothing
Thorin enters.

You go south.
The trolls clearing
Visible exits are: southwest southeast
north

You see :
Nothing
Thorin enters.

You go southeast.
Rivendell
Visible exits are: east west

You see :
Elrond.
Thorin enters.

You go east.
You are on a hard dangerous path in the
misty mountains
Visible exits are: east north west south

You see :
Nothing
Gandalf enters.
Thorin enters.

You go north.
You are on a narrow path
Visible exits are: east northeast south

You see :
Nothing
Thorin enters.

You go northeast.
You are on a narrow path
Visible exits are: north southwest south

You see :
Nothing
Thorin enters.

You go north.
You are on a narrow path
Visible exits are: southeast south

You see :
Nothing
Thorin enters.

You go southeast.
You are on a narrow path
Visible exits are: northwest southwest
down

You see :
Nothing
Thorin enters.

You go down.
You are on a steep path
Visible exits are: down

You see :
Nothing
Thorin enters.

You go down.
You are on a steep path
Visible exits are: down

You see :
Nothing
Thorin enters.

You go down.
You are on a steep path
Visible exits are: down

You see :
Nothing
Thorin enters.

You go down.
You are in a deep misty valley
Visible exits are: east up

You see :
Nothing
Thorin enters.

You go east.
You are in a deep misty valley
Visible exits are: west up

You see :
the golden key.
Thorin enters.

You take the golden key.
Thorin says "Hurry up".

You go up.
You are on a narrow path
Visible exits are: north west
You see :
Nothing
Thorin enters.

You go west.
You are on a narrow path
Visible exits are: east north
You see :
Nothing
Thorin enters.

You go north.
The misty mountain
Visible exits are: east north west south
You see :
Gandalf.
Gandalf says "Hurry up".
Thorin enters.

You go east.
You are in a narrow place with a dreadful
drop into a dim valley
Visible exits are: east west north
You see :
Nothing
Thorin enters.

You go north.
You are in a large dry cave which is quite
comfortable
Below there is the small insignificant
crack
Visible exits are: south
You see :
Nothing
Thorin enters.

You wait.
Time passes...

You wait.
Time passes...
Thorin sits down and starts singing about
gold.
Someone opens the small insignificant
crack.

You wait.
Time passes...
The nasty goblin enters.

You go down.
You are in the dark stuffy passage
Above there is the small insignificant
crack
Visible exits are: south northeast
You see :
Nothing
Thorin enters.
The nasty goblin enters.

You go northeast.
You are in the dark stuffy passage
Visible exits are: southeast east south up
You see :
Nothing
Thorin enters.
The hideous goblin enters.

You go southeast.
You are in the dark stuffy passage
Visible exits are: east
You see :
Nothing
Thorin enters.

You go east.
You are in the dark stuffy passage
Visible exits are: north northwest
You see :
the valuable golden ring.
Thorin enters.
Gollum enters.

You wear the valuable golden ring.
Thorin says "Where's the thief?".
Gollum says "What has it got in its
pockets?".

You go northwest.
You are in the dark stuffy passage
Visible exits are: southeast north
northwest
You see :
the horrible goblin.
the mean goblin.
the disgusting goblin.
The horrible goblin goes northwest.
The mean goblin goes north.

You go north.
You are in the dark stuffy passage
Visible exits are: down south
You see :
the mean goblin.
The hideous goblin enters.
The mean goblin goes south.

You go south.
The dark stuffy passage
Visible exits are: southeast north
northwest
You see :
Thorin.
the horrible goblin.
the mean goblin.
the disgusting goblin.
Thorin says "Where's the thief?".
The horrible goblin attacks Thorin.
But the effort is wasted. His defense is
too strong.
The mean goblin attacks Thorin.
But the effort is wasted. His defense is
too strong.

You go north.
The dark stuffy passage
Visible exits are: down south
You see :
Nothing
The mean goblin enters.

You go down.
The dark stuffy passage
Visible exits are: southeast east south up

You see :
Nothing
The hideous goblin enters.

You go south.
You are in the dark stuffy passage
Visible exits are: up west north
You see :
Nothing

You go up.
You are in a big cavern with torches along
the walls
To the southeast there is the goblins door

Visible exits are: down northeast
You see :
Nothing

You open the goblins door.
Thorin enters.

You go through the goblins door.
You are in the goblins dungeon
To the north there is the goblins door
To the west there is the window
You see :
some sand.
Thorin enters.

You dig some sand.
In the sand there is
the trap door.
Thorin says "Hurry up".

You strike the trap door.
Thorin says "Hurry up".

You strike the trap door.

You strike the trap door.
Thorin says "Hurry up".

You talk to Thorin.
Thorin strikes the trap door.

You strike the trap door.

You talk to Thorin.
Thorin strikes the trap door.

You talk to Thorin.
Thorin strikes the trap door.

You strike the trap door.

You strike the trap door.

You strike the trap door.
Thorin says "Hurry up".

You strike the trap door.

You strike the trap door.
Thorin says "Hurry up".

You strike the trap door.
Thorin sits down and starts singing about gold.

You strike the trap door.

You talk to Thorin.
Thorin strikes the trap door.

You strike the trap door.
Thorin says "Hurry up".

You strike the trap door.

You strike the trap door.
Thorin sits down and starts singing about gold.

You strike the trap door.

You strike the trap door.
Thorin sits down and starts singing about gold.

You strike the trap door.
Thorin waits.

You strike the trap door.
Thorin waits.

You talk to Thorin.
Thorin strikes the trap door.

You strike the trap door.
Thorin says "Hurry up".

You strike the trap door.
Thorin waits.

You strike the trap door.
Thorin sits down and starts singing about gold.

You strike the trap door.
Thorin sits down and starts singing about gold.

You strike the trap door.

You strike the trap door.

You strike the trap door.
Thorin says "Hurry up".

You strike the trap door.

You strike the trap door.

You eat some lunch.
Thorin waits.

You strike the trap door.
Thorin sits down and starts singing about gold.

You strike the trap door.
Thorin says "Hurry up".

You talk to Thorin.
Thorin strikes the trap door.

You strike the trap door.
Thorin says "Hurry up".

You strike the trap door.

You strike the trap door.
Thorin waits.

You strike the trap door.
The door is broken.
Thorin takes the small curious key.

You are in the goblins dungeon
To the north there is the goblins door
To the west there is the window
You see :
 some sand. In the sand there is
 the broken door. Under the door
 there is
 the goblins cache.
Thorin. Thorin is carrying
 the small curious key.
You have mastered 17.5% of this adventure.

You talk to Thorin.
Thorin carries you.

You talk to Thorin.
Thorin opens the window.

You talk to Thorin.
Thorin goes west.
You are in the dark winding passage
To the north there is the window
Visible exits are: southwest southeast
You see :
 Thorin. Thorin is carrying
 you
 the small curious key.

You go southwest.
The big goblins cavern
Visible exits are: down northeast
You see :
 Nothing
Thorin enters.

You wear the valuable golden ring.
Thorin says "Where's the thief?".

You go down.
The dark stuffy passage
Visible exits are: up west north
You see :
 Nothing

You wait.
Time passes...
The hideous goblin enters.

You go up.
The big goblins cavern
Visible exits are: down northeast
You see :
 Nothing
Thorin enters.

You go down.
The dark stuffy passage
Visible exits are: up west north
You see :
 Nothing
Thorin enters.

You wear the valuable golden ring.
Thorin says "Where's the thief?".

You talk to Thorin.
The hideous goblin enters.

You go north.
The dark stuffy passage
Visible exits are: southeast east south up
You see :
 Nothing
The hideous goblin enters.

You wait.
Time passes...
The hideous goblin goes up.

You go south.
The dark stuffy passage
Visible exits are: up west north
You see :
 Nothing
Thorin enters.

You go north.
The dark stuffy passage
Visible exits are: southeast east south up
You see :
 the hideous goblin.
Thorin enters.
The hideous goblin captures Thorin.

You go south.
The dark stuffy passage
Visible exits are: up west north
You see :
Nothing
The hideous goblin enters.

You go up.
The big goblins cavern
Visible exits are: down northeast
You see :
Nothing

You open the goblins door.
Thorin enters.

You go down.
The dark stuffy passage
Visible exits are: up west north
You see :
Nothing
Thorin enters.

You go north.
The dark stuffy passage
Visible exits are: southeast east south up

You see :
the hideous goblin.
Thorin enters.
The hideous goblin captures Thorin.

You wear the valuable golden ring.
The hideous goblin goes south.

You go east.
The dark stuffy passage
Visible exits are: south northeast
You see :
the nasty goblin.
The nasty goblin closes the small insignificant crack.

You open the small insignificant crack.
The nasty goblin goes south.

You go up.
A large dry cave
Visible exits are: south
You see :
Nothing

You go south.
A narrow place
Visible exits are: east west north
You see :
Nothing

You go east.
You are on a narrow dangerous path
Visible exits are: east west
You see :
Nothing

You go east.
You are in Beorn's house
Visible exits are: northeast northwest
south southwest north
You see :
a heavy curtain. Behind the curtain
there is
a wall. In the wall there is
a large cupboard. In the cupboard
there is
some food.
the wood elf.

The wood elf captures you.
You are in a dark dungeon in the
elvenkings halls
To the southwest there is the red door
To the west there is the red door
You see :
Gandalf.
the dead warg.

You wait.
Time passes...
Gandalf says "Hurry up".

You wait.
Time passes...
Someone unlocks the red door with the red
key.

You open the red door.
Gandalf goes southwest.
Someone closes the red door.

You open the red door.
Gandalf appears.

You go west.
You are in the elvenkings great halls
To the east there is the red door
To the west there is the magic door
Visible exits are: south
You see :
Nothing

You wear the valuable golden ring.

You go south.
You are in the cellar where the king keeps
his barrels of wine
To the northeast there is the red door
Below there is the large trap door
Visible exits are: north
You see :
a barrel.
the butler. The butler is carrying
the red key.
Gandalf enters.
The butler captures Gandalf.

You wait.
Time passes...
Gandalf enters.
The butler captures Gandalf.

You close the red door.
The butler opens the barrel.
In the barrel there is
some wine.

You wait.
Time passes...
The butler drinks some wine.

You climb into the barrel.
The butler closes the barrel.

You wait.
Time passes...

You wait.
Time passes...

You wait.
Time passes...
You are thrown onto the bank of the long
lake.
You are at Long lake
To the northwest there is the strong
portcullis
Visible exits are: north east south
You see :
Nothing

You go east.
You are in a wooden town in the middle of
long lake
Visible exits are: north south east west
You see :
Bard. Bard is carrying
a bow.
a strong arrow.

You carry Bard.

You go north.
You are at Long Lake
To the northwest there is the strong
portcullis
Visible exits are: north east south
You see :
Nothing

You go north.
You are on a strong river: the current is
now too strong to move against
Visible exits are: up south
You see :
Nothing

You go up.
You are in a bleak barren land that was
once green
Visible exits are: north down
You see :
Nothing

You go north.
You are in the ruins of the town of dale
Visible exits are: north south northwest
You see :
Nothing

You talk to Thorin.
Thorin carries you.

You talk to Thorin.
Thorin says " No "
Thorin says " This was Thrains key ".

You talk to Thorin.
Thorin opens the window.

You go through the window.

You go west.
Gandalf goes through the window.
Thorin waits.

You are in the goblins dungeon
To the north there is the goblins door
To the west there is the window
You see :
some sand. In the sand there is
the broken door. Under the door
there is
the goblins cache.
Thorin. Thorin is carrying
the small curious key.
Thorin says " Hurry up ".

You talk to Thorin.
Thorin says " No "

You talk to Thorin.
Thorin says " No "
Thorin waits.

You talk to Thorin.
Thorin says " No "
Thorin sits down and starts singing about
gold.
Gandalf appears.

You talk to Thorin.
Gandalf goes through the window.
Thorin carries you.

You talk to Thorin.
Gandalf enters.
Thorin goes west.
You are in the dark winding passage
To the north there is the window
Visible exits are: southwest southeast
You see :
Thorin. Thorin is carrying
you
the small curious key.

You go southwest.
You are in a big cavern with torches along
the walls
To the southeast there is the goblins door

Visible exits are: down northeast
You see :
Nothing
Thorin enters.

You go down.
You are in the dark stuffy passage
Visible exits are: up west north
You see :
Nothing
Thorin enters.
The hideous goblin enters.

You go north.
The dark stuffy passage
Visible exits are: southeast east south up

You see :
Nothing
Thorin enters.
The hideous goblin enters.

You go southeast.
You are in the dark stuffy passage
Visible exits are: east
You see :
Nothing
Thorin enters.

You go east.
You are in the dark stuffy passage
Visible exits are: north northwest
You see :
the valuable golden ring.
Thorin enters.

You wear the valuable golden ring.
Thorin says " Where's the thief ? "
The mean goblin enters.

You go north.
You are in the dark stuffy passage
Visible exits are: down southeast south
southwest
You see :
Nothing

You go down.
You are in the dark stuffy passage
Visible exits are: north down up
You see :
Nothing

You go north.
The dark stuffy passage
Visible exits are: south northeast
You see :
the nasty goblin.
The nasty goblin goes up.

You go up.
A large dry cave
Visible exits are: south
You see :
the nasty goblin.
The nasty goblin goes down.

You go south.
A narrow place
Visible exits are: east west north
You see :
Nothing

You go east.
You are on a narrow dangerous path
Visible exits are: east west
You see :
Nothing

You go east.
You are in Beorns house
Visible exits are: northeast northwest
south southwest north
You see :
a heavy curtain.

You go northwest.
You are outside the goblins gate
Below there is the goblins back door
Visible exits are: east
You see :
Nothing

You strike the goblins back door.

You strike the goblins back door.

You strike the goblins back door.
The door is broken.

You go down.
You are inside the goblins gate
Above there is the broken door
Visible exits are: west north south east
southeast southwest down northeast
northwest
You see :
Nothing

You go south.
The big goblins cavern
Visible exits are: down northeast
You see :
Nothing

You wear the valuable golden ring.

You open the goblins door.
Gandalf enters.
Thorin enters.

You go down.
The dark stuffy passage
Visible exits are: up west north
You see :
the hideous goblin.
Thorin enters.
The hideous goblin captures Thorin.

You go up.
The big goblins cavern
Visible exits are: down northeast
You see :
Nothing

You open the goblins door.
Gandalf enters.
Thorin enters.

You go down.
The dark stuffy passage
Visible exits are: up west north
You see :
Nothing
Thorin enters.

You go west.
You are in the dark stuffy passage
Visible exits are: north southeast east
You see :
the vicious goblin.
Thorin enters.
The vicious goblin captures Thorin.

You go east.
Inside goblins gate
Visible exits are: west north south east
southeast southwest down northeast
northwest
You see :
Nothing

You go south.
The big goblins cavern
Visible exits are: down northeast
You see :
Nothing

You wear the valuable golden ring.

You open the goblins door.
Gandalf enters.
Thorin enters.

You go down.
The dark stuffy passage
Visible exits are: up west north
You see :
the disgusting goblin.
Thorin enters.
The hideous goblin enters.
The disgusting goblin attacks Thorin.
But the effort is wasted. His defense is
too strong.

You go west.
The dark stuffy passage
Visible exits are: north southeast east
You see :
Nothing
The disgusting goblin enters.

You go east.
Inside goblins gate
Visible exits are: west north south east
southeast southwest down northeast
northwest
You see :
Nothing
The disgusting goblin enters.

You wear the valuable golden ring.
The disgusting goblin goes south.

You go south.
The big goblins cavern
Visible exits are: down northeast
You see :
the hideous goblin.
the disgusting goblin.
The hideous goblin goes down.
The disgusting goblin goes northeast.

You open the goblins door.
Gandalf enters.
Thorin enters.

You go down.
The dark stuffy passage
Visible exits are: up west north
You see :
Nothing
Thorin enters.

You go west.
The dark stuffy passage
Visible exits are: north southeast east
You see :
Nothing
Thorin enters.

You go east.
Inside goblins gate
Visible exits are: west north south east
southeast southwest down northeast
northwest
You see :

Nothing
Thorin enters.

You talk to Thorin.
Thorin goes up.

You go up.
Outside goblins gate
Visible exits are: east
You see :
Thorin. Thorin is carrying
the small curious key.

You go east.
You are in the treeless opening
Visible exits are: east west
You see :
Nothing
Thorin enters.

You go east.
Beorns house
Visible exits are: northeast northwest
south southwest north
You see :
a heavy curtain. Behind the curtain
there is
a wall. In the wall there is
a large cupboard. In the cupboard
there is
some food.
Thorin enters.

You take some food.
Thorin waits.

You are carrying.
the short strong sword.
the valuable golden ring.
the rope.
some food.
some lunch.
the golden key.
You have mastered 17.5% of this adventure

You go north.
You are at the great river
Visible exits are: northeast south east
southwest
You see :
Nothing
Thorin enters.

You go east.
You are at the gate to mirkwood
Visible exits are: west south east
You see :
Nothing
Thorin enters.

You go east.
You are in the bewitched gloomy place
To the south there is the fast black rive

Visible exits are: west east
You see :
Nothing
Thorin enters.

You go east.
You are on the west bank of a black river
To the east there is the fast black river
Visible exits are: west
You see :
Nothing
Thorin enters.

You look across the fast black river.
You see the east bank of a black river
To the west there is the fast black river
Visible exits are: east
You see :
the wooden boat.

You throw the rope across the fast black
river.
It sails across and lands in the boat.
Thorin says "Hurry up".

You pull the rope.
The boat glides across the river and land
on this side. Thorin waits.

You talk to Thorin.
Thorin says " No "

You talk to Thorin.
Thorin gives the small curious key to you.

You climb into the wooden boat.
With a lurch the boat glides across the river and lands on the other side.
You are on the east bank of a black river
To the west there is the fast black river
Visible exits are: east
You see :
the wooden boat. In the boat there is you

You climb out of the wooden boat.

You go east.
You are in the green forest
To the northeast there is the spider web
Visible exits are: west
You see :
Nothing

You strike the spider web.
The web is broken.
Some spiders start mending the broken web.

You go northeast.
You are in a place of black spiders
To the east there is the broken web
To the west there is the broken web
To the north there is the broken web
To the south there is the broken web
You see :
Nothing

You strike the spider web.
The web is broken.
Some spiders start mending the broken web.

You go north.
You are in an elvish clearing with levelled ground and logs
To the east there is the broken web
To the northeast there is the magic door
Visible exits are: west
You see :
Nothing

You go west.
The bewitched gloomy place
Visible exits are: west east
You see :
Nothing
Thorin enters.

You go west.
The forest gate
Visible exits are: west south east
You see :
Nothing
Thorin enters.

You go west.
Beorns house
Visible exits are: northeast northwest south southwest north
You see :
a heavy curtain. Behind the curtain there is
a wall. In the wall there is a large cupboard.
Thorin enters.

You talk to Thorin.
Thorin takes the small curious key.

You close the heavy curtain.

You go south.
You are on the forest road
Visible exits are: east north
You see :
Nothing
Thorin enters.
You have mastered 20.0% of this adventure.

You talk to Thorin.
Thorin goes east.

You wait.
Time passes...
Thorin enters.

You wait.
Time passes...
Thorin waits.

You examine the short strong sword.
You see the short strong sword.
Thorin waits.

You examine the valuable golden ring.
You see the valuable golden ring.

You examine the rope.
You see the rope.
Thorin says " Hurry up "

You examine some food.
You see some food.
Thorin sits down and starts singing about gold.

You examine some lunch.
You see some lunch.
Thorin says " Hurry up "

You examine the golden key.
You see the golden key.

You talk to Thorin.
Thorin gives the small curious key to you.

You examine the small curious key.
You see the small curious key.
Thorin takes the small curious key.

You wait.
Time passes...
Thorin says " Hurry up "

You talk to Thorin.
Thorin waits.

You talk to Thorin.
Thorin goes east.

You wait.
Time passes...
Thorin enters.

You talk to Thorin.
Thorin goes north.

You wait.
Time passes...
Thorin enters.

You wait.
Time passes...
Thorin waits.

You wait.
Time passes...
Thorin says " Hurry up "

You talk to Thorin.
Thorin goes east.

You wait.
Time passes...
Thorin enters.

You wait.
Time passes...
Thorin waits.

You wait.
Time passes...
Thorin waits.

You talk to Thorin.
Thorin says " No "
Thorin waits.

You talk to Thorin.
Thorin is on the forest road
Visible exits are: east north
Thorin see :
you. You are carrying
the short strong sword.
the valuable golden ring.
the rope.
some food.
some lunch.
the golden key.

You wait.
Time passes...

You go north.
The forest gate
Visible exits are: west south east
You see :
Nothing
Thorin enters.
The wood elf enters.

You wait.
Time passes...
Thorin says "Hurry up".
The wood elf captures you.
You are in a dark dungeon in the
elvenkings halls
To the southwest there is the red door
To the west there is the red door
You see :
Nothing
Someone locks the red door with the red
key.

You wait.
Time passes...
The vicious warg appears.

You wear the valuable golden ring.

You attack the vicious warg.
But the effort is wasted. His defense is
too strong.
Thorin appears.
The vicious warg attacks Thorin.
But the effort is wasted. His defense is
too strong.

You take the small curious key.
Thorin attacks the vicious warg.
With one well placed blow Thorin cleaves
his skull.
The warg is dead.

You wait.
Time passes...

You wait.
Time passes...
Thorin takes the small curious key.

You wait.
Time passes...

You wait.
Time passes...
Thorin says "Where's the thief?".
Someone unlocks the red door with the red
key.

You open the red door.
Someone closes the red door.

You open the red door.
Thorin goes west.

You go west.
You are in the elvenkings great halls
To the east there is the red door
To the west there is the magic door
Visible exits are: south
You see :
Thorin. Thorin is carrying
the small curious key.
Thorin says "Hurry up".

You wear the valuable golden ring.
Thorin says "Where's the thief?".

You take the small curious key.

You go south.
You are in the cellar where the king keeps
his barrels of wine
To the northeast there is the red door
Below there is the large trap door
Visible exits are: north
You see :
a barrel.
the butler. The butler is carrying
the red key.
Thorin enters.
The butler captures Thorin.

You wait.
Time passes...
Thorin enters.
The butler takes the barrel.

You wear the valuable golden ring.
Thorin takes the small curious key.
The butler throws the barrel through the
large trap door.

You take the small curious key.
Thorin says "Where's the thief?".
The butler captures Thorin.

You close the red door.
The butler closes the large trap door.

You wait.
Time passes...
The butler opens the red door.

You close the red door.
The butler locks the red door with the red
key.

You wait.
Time passes...
The butler opens the barrel.
In the barrel there is
some wine.

You wait.
Time passes...
The butler drinks some wine.

You climb into the barrel.
The butler closes the barrel.

You wait.
Time passes...

You wait.
Time passes...

You wait.
Time passes...

You wait.
Time passes...
You are thrown onto the bank of the long
lake.
Long lake
Visible exits are: north east south
You see :
Nothing

You go east.
You are in a wooden town in the middle of
long lake
Visible exits are: north south east west
You see :
Bard. Bard is carrying
a bow.
a strong arrow.

You carry Bard.

You go west.
You are at Long lake
To the northwest there is the strong
portcullis
Visible exits are: north east south
You see :
Nothing

You go north.
You are on a strong river: the current is
now too strong to move against
Visible exits are: up south
You see :
Nothing

You go up.
You are in a bleak barren land that was
once green
Visible exits are: north down
You see :
Nothing

You go north.
You are in the ruins of the town of date
Visible exits are: north south northwest
You see :
Nothing

You go north.
You are at the front gate of the lonely
mountain
Visible exits are: north south west
You see :
Nothing
The red golden dragon enters.

You wait.
Time passes...
The dragon says "Nell thief your cunning
has failed you this time. Prepare to die."

You go north.
You are at the front gate of the lonely
mountain
Visible exits are: north south west
You see :
Nothing
The red golden dragon enters.

You talk to Bard.
Bard shoots the red golden dragon.
The arrow hits the dragon.
The dragon is dead.

You drop Bard.

You go north.
You are in the halls where the dragon
sleeps
Visible exits are: south east up
You see :
the valuable treasure.

You take the valuable treasure.
You have mastered 62.5% of this adventure.

You talk to Bard.
Bard shoots the red golden dragon.
The arrow hits the dragon.
The dragon is dead.

You drop Bard.

You go west.
You are on the west side of ravenhill
Visible exits are: north southeast east
You see :
Nothing

You go north.
You are in a little steep bay, still and
quiet, with an over hanging cliff
To the east there is the mountains side
door
Visible exits are: south north
You see :
Nothing
The hole vanishes.

You wait.
Time passes...

You wait.
Time passes...

You wait.
Time passes...

You wait.
Time passes...
There is a loud crack and a hole appears
about three feet from the ground.
You are standing in front of the side door
to the Lonely Mountain.

You unlock the mountains side door with
the small curious key.

You go through the mountains side door.
You are in a smooth straight passage
To the west there is the mountains side
door
Visible exits are: east
You see :
Nothing

You go east.
You are in the halls where the dragon
sleeps
Visible exits are: south east up
You see :
the valuable treasure.

You take the valuable treasure.

You are carrying.
the small curious key.
the short strong sword.
the valuable golden ring.
the rope.
some food.
the valuable treasure.
some lunch.
the golden key.
You have mastered 50.0% of this adventure.

B

B(SOUTH) = SUD
 B(SOUTH)E(EAST) = SUD-EST
 B(SOUTH)W(WEST) = SUD-OVEST
 SAND = SABBIA
 SAV(E) = SALVA IL GIOCO
 BAY = DIRE
 BC(DRE) = PUNTEGGIO
 BH(DOT) = TIRARE, FARE PUNTO
 BIDE = PARTE, LATO
 BIGN = INSEGNA
 BIN(G) = CANTARE
 BIT = SEDERE
 BL(ASH) = FARE A PEZZI
 BLE(EP) = DORMIRE
 BLI(CE...?) = UCCIDERE?
 SLOWLY = LENTAMENTE
 SMALL = PICCOLO
 SMOOTH = LISCILO
 SOFTLY = MORBIDAMENTE
 SOME = QUALCHE
 SPACE = SPAZIO
 SPIDER = RAGNO
 STAIRS = SCALE
 STE(AL...) = RUBARE
 STONE = PIETRA
 STRIKE = COLPIRE
 STRONG = FORTE
 STUFFY = POCO VENTILATO
 STUNNED = STORDITO
 SW(IM) = NUOTARE
 SWORD = SPADA
 SYMBOL = SIMBOLO
 SKULL = CRANIO

T

T(AKE) = PRENDERE
 THAT = QUELLO
 THE = IL
 THING = COSA, OGGETTO
 THORIN = PERSONAGGIO
 THROW = GETTARE
 TI(E) = LEVARE
 TOO = ANCHE
 TORCH = TORCIA
 TOWN = CITTA'
 TRAP = TRAPPOLA
 TREELESS = SENZA ALBERI
 TROLL = PERSONAGGIO
 TUNNEL = TUNNEL
 TUR(N) = RUOTARE

U

U(P) = SU
 UNLOCK = APRIRE CON CHIAVE
 UNT(IE) = SLEVARRE

V

VALUABLE = PREZIOSO
 VERY = MOLTO
 VICIOUS = MALVAGIO
 V
 W(EST) = OVEST
 WAIT(T) = ASPETTARE
 WEAR = INDOSSARE, METTERSI
 WEB = RETE (DI RAGNO)
 WIDE = LARGO
 WINE = VINE
 WITH = CON
 WOOD = LEGNO
 WOODEN = DI LEGNO

PAROLE ARRIVATE DALL'HOBBIT

V = VERBO
 * = NON UNICO
 ● = INVITILE

(A)

| | |
|---------|------------------------|
| ACROSS | AL DI SOPRA |
| AFTER | DOPO |
| ALL | TUTTO |
| ALREADY | GIÀ |
| AND | E (CONGIUNZIONE) |
| ANOTHER | UN ALTRO |
| ARE | ESSERE (VERBO PLURALE) |
| ARM | ARMA |
| ARROW | FRECCIA |
| ATTACK | UCCIDERE (V*) |
| AXE | ASCIA |

CLIMB

| | |
|--------------|-------------------|
| <u>CLOSE</u> | SALIRE (V) |
| CONFORMABLE | CHIUDE (V) |
| COUNTRY | COMFORTABILE |
| CRACK | CRESPA |
| <u>CROSS</u> | ATTRAVERSARE (V●) |
| CUNNING | FURBO |
| CUPBOARD | CASSETTO |
| <u>CUT</u> | TAGLIARE (V) |

(F)

| | |
|---------------|-------------|
| <u>FALL</u> | CADERE (V●) |
| FAST | VELOCE |
| FEEBLY | DEBOLMENTE |
| <u>FILL</u> | RIPRIRE (V) |
| FINGER | DITO |
| FIST | PUGNO |
| FLAME | FIAMMA |
| FLOOR | PAVIMENTO |
| <u>FOLLOW</u> | SEGUIRE (V) |
| FOOD | CIBO |
| FORD | GUADO |
| FOUL | SPORCO |
| FROM | DA |
| FULL | |

(D)

| | |
|--------------|-------------------------|
| DALE | NOME |
| DANGEROUS | PERICOLOSO |
| DARK | SCURO |
| DEAD | MORTO |
| DEEP | |
| DENSE | |
| DESOLATION | |
| <u>DIG</u> | SCAVARE (V) |
| <u>DO</u> | (FA SALTARE IL SISTEMA) |
| DRAGON | DRAGO |
| DREADFUL | SPAVENTOSO |
| <u>DRINK</u> | BERE (V) |
| <u>DROP</u> | LASCIAR CADERE (V) |
| DRY | ARIDO |
| DUNGEON | PRIGIONE |

(B)

| | |
|--------|-----------------|
| BACK | INDIETRO/DIETRO |
| BARREL | NOME |
| BAY | BAIULE |
| BORN | NOME |
| BWITCH | STREGATO |
| BIG | GRANDE |
| BLACK | NERO |
| BLEAK | SQUALLIDA |
| BLOOD | SANGUE |
| BOAT | BARCA |
| BODY | CORPO |
| BOG | PANTANO |
| BOW | ARCO |
| BREAK | ROMPERE (V*) |
| BROKEN | ROTTO |
| BURN | INCENDIARE (V) |
| BUTLER | PAGGIOR DOMO |

(G)

| | |
|-------------|---------------|
| GANDALF | NOME |
| GATE | CANCELLO |
| GENTLE | GENTILMENTE |
| <u>GET</u> | PRENDERE (V*) |
| <u>GIVE</u> | DARE (V) |
| GLOOMY | |
| <u>GO</u> | ANDARE (V) |
| GREAT | GRANDE |

(E)

| | |
|----------------|----------------|
| <u>EAST</u> | ANDARE AD EST |
| EAR | ORECCHIO |
| <u>EAT</u> | MANGIARE (V) |
| EDGE | BORDO |
| ELF | ELFO |
| ELFOND | NOME |
| ELVES | DEGLI ELFI |
| <u>EMPTY</u> | VUOTARE (V) |
| <u>ENTER</u> | ENTRARE (V) |
| EVERYTHING | OGNI COSA |
| <u>EXAMINE</u> | ESAMINARE (V*) |
| EYES | OCCHI |

(H)

| | |
|--------------|------------------|
| <u>HALLO</u> | SALVE! (V●) |
| HAND | |
| HARD | |
| HEART | |
| HEAD | |
| <u>HELP</u> | AIUTO (V) |
| HILL | COLLINA |
| <u>HIT</u> | UCCIDERE (V*) |
| HOBBIT | NOME |
| HOLE | BUCA |
| HORRIBLE | ORRIBILE |
| HOUSE | CASA |
| <u>HURRY</u> | ATTENZIONE! (V●) |

(C)

| | |
|-------------|-------------------|
| ICHE | NASCONDIGLIO |
| IMP | |
| ICANNOT | POTERE/MON POTERE |
| PTURE | UCCIDERE (V*) |
| REFULLY | ATTENTAMENTE |
| <u>IRRY</u> | PORTARE (V*) |
| IVE | GROTTA |
| ELLAR | CELLA |
| HEST | CESTA |
| EARING | RAOVRA |

| | | | | | |
|--|---|--|---|--|---|
| <u>I</u> IN IN/INTO INSIDE IS IT | <u>I</u> (ELENCO OGGETTI) (V) PORTATI | OF <u>PREFER</u> OLD ONE ONTO <u>OPEN</u> OUT OVER | <u>Q</u> DONARE (V) APPIRE (V) | ROOM ROPE ROUND RUG RUIIN <u>RUN</u> | TAPPETO ROVINA (CORRERE) (V) |
| <u>L</u> LOOK LAND LARGE LAKE LEAVE LIFT LUNCH LOAD LOCK LOGS LOWLANDS LOW | <u>L</u> (DESCRIZIONE LUOGO) (V) LANDA LARGO LAGO LASCIARE (V) PRENDERE (V*) PRANZO (CARICARE) (V) CHIUDERE A CHIAVE (V) TRONCHI BASSO | <u>P</u> PASSAGE PATH <u>PAUSE</u> <u>PICK</u> PIT PLACE PLEASE PORTCULLIS <u>PRINT</u> <u>PULL</u> <u>PUSH</u> <u>PUT</u> | <u>P</u> (SOSPENDE IL) (V) (GIOCO) (PRENDERE) (V*) (INGERISCE LA) (V) STAMPANTE TIRARE (V) PREMIERE (V) METTERE (V) | <u>S</u> SOUTH <u>SOUTHWEST</u> <u>SOUTHEAST</u> SAND <u>SAVE</u> <u>SAY</u> <u>SCORE</u> <u>SHOOT</u> SIDE SIGN <u>SING</u> <u>SIT</u> <u>SLASH</u> <u>SLEEP</u> <u>SLI...</u> | SALVA IL) (V) (GIOCO) DIRE (V) PUNTEGGIO TRAFIGGERE CANTARE (V) SEDERE (V) UCCIDERE (V) DORMIRE (V) UCCIDERE (V) |
| <u>M</u> MAGIC MAN MAP ME NEAN NERKWOOD NISTY MONSTROUS MOUNTAINS | <u>M</u> MAGICO UOMO MAPPA IO MONTI NEBBIOSO MOSTRUIOSO MONTAGNE | <u>Q</u> QUIT | <u>Q</u> (ABBANDONA) (V) GIOCO | SLOWLY SMALL SMOOTH SOFTLY SOME SPACE SPIDER STAIRS <u>STE...</u> STONE STRIKE STRONG STUFFY | LENTAMENTE LISCIARE SOFFICEMENTE PRENDERE (V) ROMPERE (V) |
| <u>N</u> <u>NORTH</u> NORTHEAST <u>NORTHWEST</u> NARROW NASTY NIGHT <u>NO</u> | <u>N</u> NOTTE (DISINGERISCE) (V) (LA STAMPANTE) | <u>R</u> RAVINE <u>READ</u> RED RIBS RING RIVENDIZI RIVER ROAD ROCK | <u>R</u> ESAMINA (V*) COSTOLE | | |

STUNNED
SWIM
SWORD
SYMBOL
SKULL

STORDITO
NUOTARE (V)
SPADA

(T)

TAKE
THAT
THE
THING
THORIN
THROW

LANCIARE (V)
LEGARE (V)

TIE
TOO
TORCH
TOWN
TRAP
TREELESS
TROLL
TUNNEL
TURN

RUOTARE (V)

(J)

UP
UNLOCK
UNTIE

SCHIAVARE (V)
SLEGARE (V)

(V)

VALUABLE
VERY
VICIOUS

(W)

WEST
WAIT
WEAR
WEB
WIDE
WIPE
WITH
WOOD
WOODEN

ATTENDERE (V)
INDOSSARE
TELA
LARGO

(J)

JUMP ONTO

SALTARE SOPRA (V)

(K)

KEY
KILL

UCCIDERE (V*)

(C)

Raffelti
C

| | | | |
|-------------|-----------------|-------------|-------------------------------|
| A | | ID | |
| ACROSS | = AL DI LA' | IDALE | = PERSONAGGIO |
| AFTER | = DOPO | IDANGEROUS | = PERICOLOSO |
| ALL | = TUTTO | IDARK | = SCURO |
| ALREADY | = GIA' | IDEAD | = MORTO |
| AND | = E | IDEEP | = PROFONDO |
| ANOTHER | = UN ALTRO | IDENSE | = DENSO |
| ARE | = (ESSI) SONO | IDESOLATION | = DESOLAZIONE |
| ARM | = ARMA | IDI(B) | = SCAVARE |
| ARROW | = FRECCIA | IDO | = |
| ATT(ACK) | = ATTACCARE | IDRAGON | = DRAGO |
| AXE | = ASCIA | IDREADFUL | = SPAVENTOSO |
| ----- | | IDRI(NK) | = BERE |
| B | | IDRO(P) | = LASCIAR CADERE, ABBANDONARE |
| BACK | = DIETRO | IDRY | = ARIDO |
| BARD | = PERSONAGGIO | IDUNGEON | = CELLA SOTTERRANEA |
| BARREL | = BARILE | | |
| BAY | = BAIJA | IE | |
| BEORN | = PERSONAGGIO | IE(AST) | = EST |
| BEWITCH | = STREGARE | IEAR | = ORACCHIO |
| BIG | = GROSSO | IEAT | = MANGIARE |
| BLACK | = NERO | IEDGE | = BORDO |
| BLEAK | = SQUALIDO | IELF | = ELFO |
| BLOOD | = SANGUE | IELROND | = PERSONAGGIO |
| BOAT | = BARCA | IELVES | = ELFI |
| BODY | = CORPO | IE(M(PTY) | = JUSTARE |
| BUG | = PANTANO | IE(N(TER) | = ENTRARE |
| BOW | = ARCO | IEVERYTHING | = TUTTO |
| BR(EAK) | = ROMPERE | IE(X(AMINE) | = ESAMINARE |
| BROKEN | = ROTTO | IEYES | = OCCHI |
| BU(RN) | = BRUCIARE | | |
| BUTLER | = MATHORDOMO | IF | |
| ----- | | IF(ALL) | = CADERE |
| C | | IFAST | = VELOCE |
| CACHE | = NASCONDIGLIO | IFEEBLY | = DEBOLMENTE |
| CAMP | = CAMPO | IFI(LL) | = RIEMPIRE |
| CAN | = POTERE | IFINGER | = DITO |
| CANNOT | = NON POTERE | IFIST | = PUGNO |
| CAP(TURE) | = CATTURARE | IFLAME | = FIAMMA |
| CAREFULLY | = ATTENTAMENTE | IFLOOR | = PAVIMENTO |
| CARRY | = PORTARE | IFO(LLOW) | = SEGUIRE |
| CAVE | = GROTTA | IFOOD | = CIBO |
| CELLAR | = CANTINA | IFORD | = GUADO |
| CHEST | = CESTA | IFOUL | = SPORCO |
| CLEARING | = RADURA | IFROM | = DA |
| CLI(MB) | = SALIRE | IFULL | = PIENO |
| CLO(BE) | = CHIUDERE | | |
| COMFORTABLE | = CONFORTEVOLLE | IG | |
| COUNTRY | = CAMPANA | | |
| CRACK | = CREPA | IGANDALF | = PERSONAGGIO |
| CRO(SS) | = ATTRAVERSARE | IGATE | = CANCELO |
| CUNNING | = FURBO | IGENTL(Y) | = GENTILMENTE |
| CUPBOARD | = ARMADIO | IGET | = PRENDERE |
| CUT | = TAGLIARE | IGI(VE) | = DARE |
| ----- | | IGLOOMY | = SCURO, SCORAGGIANTE |
| | | IGO | = ANDARE |
| | | IGREAT | = GRANDE |

| | | | |
|--------------|---------------------|-----------------|-------------------------------------|
| H | | IN | |
| HALL | = SALVE! | IN(ORTH) | = NORD |
| HAND | = MANO | IN(ORTH)E(EAST) | = NORD-EST |
| HARD | = DURO | IN(ORTH)W(EAST) | = NORD-OVEST |
| HEART | = CUORE | INARROW | = STRETTO |
| HEAD | = TESTA | INASTY | = SPIACEVOLE |
| HEL(P) | = AIUTARE | INIGHT | = NOTTO |
| HILL | = COLLINA | IND | = DISINSEMSCE LA STAMPANTE |
| HIT | = COLPIRE | | |
| HOBBIT | = PERSONAGGIO | IO | |
| HOLE | = BUCA | I | |
| HORRIBLE | = ORRIBILE | IOF | = DI |
| HOUSE | = CASA | IOFFE(R) | = OFFIRE |
| HU(RRY) | = SBRIGARSÌ | IOLD | = VECCHIO |
| I | | IONE | = UNO |
| I(INVENTORY) | = ELENCO OGGETTI | IONTO | = SOPRA |
| IN | = IN | IOPEN | = APRIRE |
| INTO | = DENTRO | IOUT | = FUORI |
| INSIDE | = DENTRO | IOVER | = SOPRA |
| IS | = (EGU) E' | IP | |
| IT | = CIO' | IPASSAGE | = SENTIERO |
| J | | IPATH | = SENTIERO |
| JUMP | = SALTARE | IPAU(SE) | = SOSPENDE IL GIOCO |
| K | | IPICK | = PRENDERE |
| KEY | = CHIAVE | IPIT | = BUCA |
| KILL | = UCCIDERE | IPLACE | = LOGGO |
| L | | IPLEASE | |
| L(OOK) | = GUARDARE | IPORTCULLIS | = PORTA DI FERRO A GRATA SCORREVOLE |
| LAND | = TERRA | IPR(INT) | = INSERISCE LA STAMPANTE |
| LARGE | = GROSSO | IPULL | = TIRARE |
| LAKE | = LAGO | IPUSH | = SPINGERE |
| LE(AVE) | = LASCIARE | IPUT | = METTERE |
| LI(FT) | = SOLLEVARE | IQ | |
| LUNCH | = PIANZO | IQUIT | = ABBANDONA IL GIOCO |
| LOA(D) | = CARICA IL GIOCO | IR | |
| LOC(K) | = CHIUDERE A CHIAVE | IRAVINE | = GOLA DI UN PRECIPIZIO? |
| LOGS | = TRONCHI | IRE(AD) | = LEGGERE |
| LONELANDS | | IRED | = ROSSO |
| LOW | = BASSO | IRIBS | = COSTOLE |
| M | | IRING | = ANELLO |
| MAGIC | = MAGICO | IRIVENDELL | |
| MAN | = UOMO | IRIVER | = FIUME |
| MAP | = MAPPA | IROAD | = STRADA |
| ME | = IO | IROCK | = ROCCIA |
| MEAN | = SCADENTE? | IROOM | = STANZA |
| MIRKWOOD | = PERSONAGGIO | IROPE | = CORDA |
| MISTY | = NEBBIOSO | IROUND | = ROTONDO |
| MONSTROUS | = MOSTRUOSO | IRUG | = TAPPETTO |
| MOUNTAINS | = MONTI | IRUIN | = ROVINA |
| | | IRUN | = CORRERE |