

## El Hobbit (aventura gráfica)

### Introducción

Estimados habitantes de la tierra media, si estáis leyendo esto es que estáis a punto de meteros en la piel de Bilbo Bolsón, un Hobbit de la comarca cuya principal aspiración es continuar viviendo entre los suyos, disfrutando de su cómoda cueva.

Así hubiera seguido siendo si no se hubiera producido aquella inesperada visita.

¿Qué podían querer de un apacible hobbit, un mago como Gandalf y una compañía de 13 enanos?.

Aquellos extraños visitantes le contaron a Bilbo la terrible historia de un dragón llamado Smaug, que azotaba sus tierras y les había robado su tesoro. Su plan era recuperar ambas cosas, pero para poder llevarlo a cabo, la compañía necesitaba un miembro más que hiciera las veces de saqueador, y para aquellas lides, un pequeño y silencioso hobbit era la mejor opción.

Si te decides a jugar tu misión consistirá en ayudar a Gandalf y los enanos a recuperar su tesoro, salvando todos los peligros de la tierra media.

### La pantalla del juego:

En el gráfico de abajo podemos ver tres secciones diferenciadas en la pantalla del juego



## BARRA DE TÍTULO Y DE PROGRESO

En el indicador numérico que podemos encontrar a la derecha de esta barra podemos en todo momento el progreso que llevamos hasta ahora de la aventura.

Empezamos con el 0% y si resolvemos todos los puzles de la aventura llegaremos al 100%. El juego puede terminarse con una puntuación inferior, ya que hay cosas que no son imprescindibles para terminar.

## BARRA DE ACCIONES E INVENTARIO

La barra de acciones e inventario nos va a permitir seleccionar la acción que utilizaremos para interactuar con el escenario.

La barra está dividida en dos partes más o menos diferenciadas; la de la izquierda es la parte correspondiente a las acciones y la de la derecha el inventario, donde se irán almacenando los objetos que vamos recolectando a lo largo de la aventura.

Podemos seleccionar tres acciones, que corresponden con los tres primeros iconos de la barra:



Mirar: Esta opción nos permitirá mirar los escenarios, los objetos y los personajes.



Usar/coger: Con la mano podremos tanto recoger los objetos que nos encontremos, como realizar determinadas acciones sobre partes del escenario.



Hablar: Seleccionando esta opción podremos hablar con algunos de los personajes del juego.



A la derecha de estos tres iconos tenemos hueco para siete objetos. Si llegamos a llenar el inventario, el programa no nos dejará recoger nuevos objetos, debiendo dejar alguno antes de permitir coger uno nuevo.

Podremos mover el cursor de selección de acciones con las teclas "Z" y "X". La acción que se realizará será la que esté situada bajo dicho cursor.

## MOVIENDO NUESTRO PERSONAJE

Como nos tienen acostumbrados en una inmensa mayoría de los juegos para Spectrum, las teclas de movimiento del personaje son:

"O": Movimiento a la izquierda.

"P": Movimiento a la derecha.

"Q": Movimiento hacia arriba

"A": Movimiento hacia abajo.

Adicionalmente la tecla "Enter" ejecutará la acción que esté seleccionada con el cursor de selección de acciones.

## COGIENDO/DEJANDO OBJETOS Y REALIZANDO ACCIONES

La manera de realizar una acción es seleccionar la acción con el cursor de selección de acciones y encararnos hacia el objeto o la parte del escenario que queremos realizar la acción y pulsamos la tecla enter.

Para los casos en que los objetos no son pisables, no será necesario pulsar enter y bastará con dirigirse hacia el objeto al que queremos aplicar dicha acción.

Ejemplo:



### *Acción Mirar*

En general todos los objetos y los escenarios pueden ser mirados.

Los escenarios serán mirados automáticamente cuando entramos en ellos por primera vez, pero podremos mirarlos de nuevo si lo deseamos con el icono del ojo.

Si nos situamos en un lugar cualquiera (no ocupado) de la habitación y pulsamos "Enter" sobre el icono del ojo miraremos de nuevo la habitación.

### *Acción Usar/coger*

Hay un total de 13 objetos diferentes en el juego que pueden ser cogidos, y algunas partes del escenario que pueden ser usados.

Para realizar la acción Usar/coger, tal y como hemos explicado anteriormente, seleccionaremos el icono de la mano y encararemos el personaje hacia el objeto o la parte del escenario que queremos Usar/coger.

Con el fin de hacer un poco más cómoda la utilización de la opción coger, los objetos serán cogidos igualmente si tenemos seleccionados los huecos del inventario o el icono de hablar.

Cuando cogemos un objeto, este pasará a ocupar el primer hueco libre de nuestro inventario, pudiendo ser utilizado a partir de ese momento.



La opción Usar sobre determinadas partes de los escenarios nos permitirán resolver algunos puzles, permitiéndonos, por ejemplo, encontrar objetos ocultos.

### ***Acción Hablar***

Para resolver determinados puzles será necesario usar la opción hablar. En general sólo podemos hablar con los personajes del juego y no con los enemigos (a excepción de Gollum).

La opción de hablar se utiliza de la misma manera que el resto de las acciones, es decir encarando al personaje y seleccionando hablar.

Existe en este caso la salvedad de Gollum, con el que podremos hablar sin acercarnos a él, pulsando “enter” desde cualquier lugar de su cueva.



### ***Uso de los objetos del inventario***

Usar los objetos del inventario nos será necesario para poder superar determinadas pruebas del juego.

La forma de usar un objeto que tengamos en nuestro inventario es situarnos sobre él y encarar la parte del escenario o el personaje sobre el que queremos usarlo.

Si pulsamos “enter” sobre un lugar cualquiera del escenario teniendo seleccionado un objeto, dejaremos dicho objeto en el suelo, pudiendo volver a recogerlo en cualquier momento.

En el gráfico de abajo, Bilbo le enseña a Gandalf el mapa y este le responde que no sabe interpretarlo.



### ***Resolviendo el puzle de los Trolls***

Como ejemplo de cómo superar las dificultades del juego, vamos a ver como resolveríamos la primera dificultad que se nos va a plantear en el juego.

Cuando entramos en el claro de los Trolls nos encontramos una desagradable sorpresa, dos terribles Trolls nos esperan en la entrada para acabar con nosotros y evitar que cojamos la llave que nos permitirá abrir la puerta de acceso a su cueva.



Es inútil que insistáis en esquivar a los Trolls, ya que inevitablemente os matarán y si conseguís escapar no conseguiréis coger la llave que afanosamente custodia uno de ellos.

Para resolver este puzle es necesario recordar la escena del libro en el que Bilbo escapa de los Trolls y simplemente espera a que la luz del día convierta a estos desagradables monstruos en piedra.

Rápidamente nos salimos a la pantalla de la que procedíamos y nos damos unas cuantas vueltas por ella para esperar que pase el tiempo.



Si hemos tenido la suficiente paciencia, cuando volvamos a entrar, lo que parecía un puzle irresoluble se convierte en algo muy sencillo.

Los Trolls se han convertido en roca y nos han dejado el camino libre.



Cogemos la llave y la utilizamos con la puerta amarilla para abrirla.

Y después de este pequeño ejemplo ya solo os resta enfrentaros vosotros solos a los peligros de la Tierra Media.

¡¡¡Suerte y a por el tesoro!!!

## The Hobbit (graphic adventure)

### Introduction

Dear residents of the Middle Earth, if you are reading these lines then you are going to get suddenly yourself into the skin of Bilbo Baggins, a Hobbit from the Shire, whose main aspiration is to continue to live among his people, enjoying their comfortable cave.

That would have remained happening if there had not had this unexpected visit.

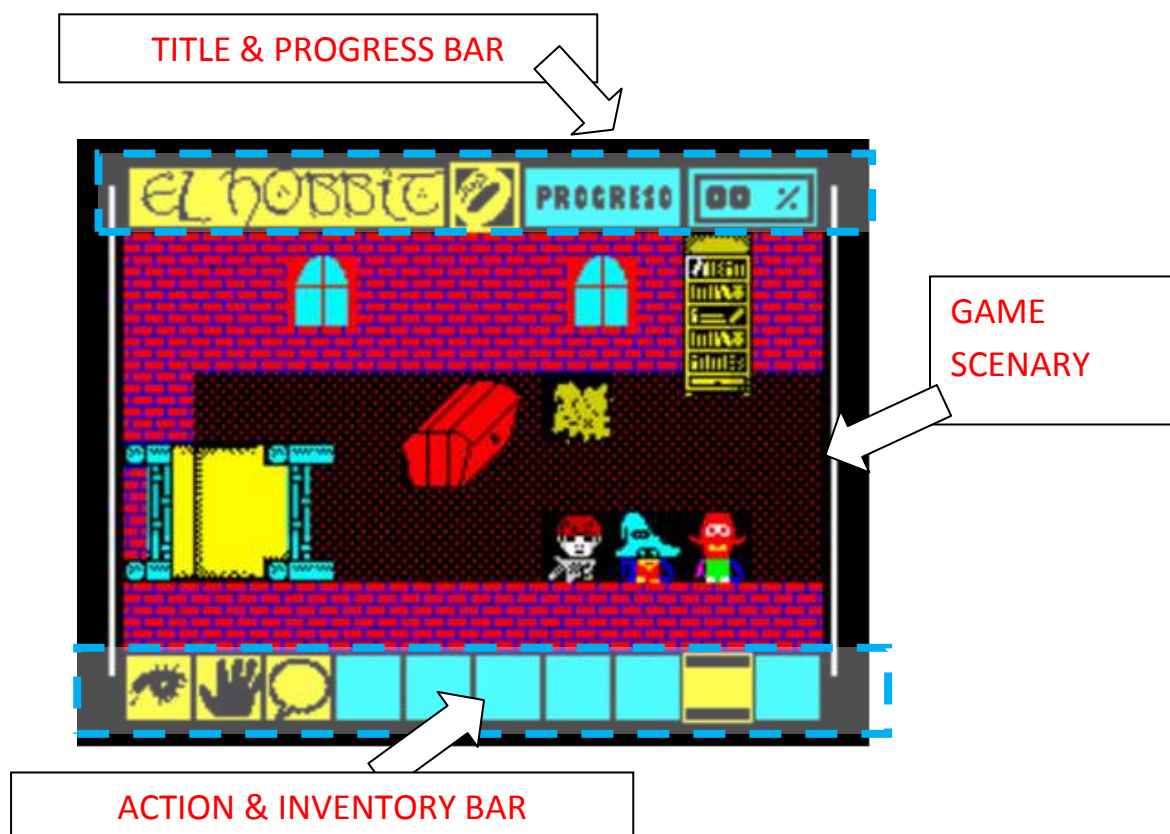
What would they want from a gentle Hobbit, a wizard as Gandalf and a company of 13 dwarfs?

Those strange visitors told Bilbo the terrible history of a dragon called Smaug, he had whipped their land and had stolen their treasure. Their plan was to recover both things, but to reach their goal they needed an additional member to work as looter. The best creature to do it was a little and silent Hobbit.

If you decide to play, your mission will consists to help Gandalf and the dwarfs to recover their treasure, keeping you safe from all hazards on the Middle Earth.

### The game screen:

In the picture bellow you can find three different sections in the game screen.



## TITLE & PROGRESS BAR

In the numeric indicator located at right of the bar we can read in every time the adventure progress reached.

We start with 0% and solving all puzzles of the adventure we can reach 100%. The game can be finished with a score lower than 100%, because some things are not necessary to finish the game.

## ACTION & INVENTORY BAR

The action & inventory bar will let us select the action to interact with any element in the scenery.

The bar is divided in two different parts; the left part corresponding to the available actions and the right part corresponding to the inventory (pocket). In the inventory area we will store every object we get along the adventure.

We can select three different actions, corresponding with the three first icons on the bar:



Look: This option lets to see the sceneries, the objects and the characters.



Use/take: With the hand icon, we can take objects and do actions in some parts of the game.



Talk: Selecting this icon, we can talk with some characters in the game



At right of these three icons we have space to store seven objects. If we fill the inventory, the program will not let us to get new objects until we drop someone.

We can move the action selection cursor with the keys "Z" and "X". The action used will be always the one under the cursor.

## MOVING OUR CHARACTER

As we have used in the majority of Spectrum games, the movement keys are the following:

"O": Move to left

"P": Move to right.

"Q": Move to up.

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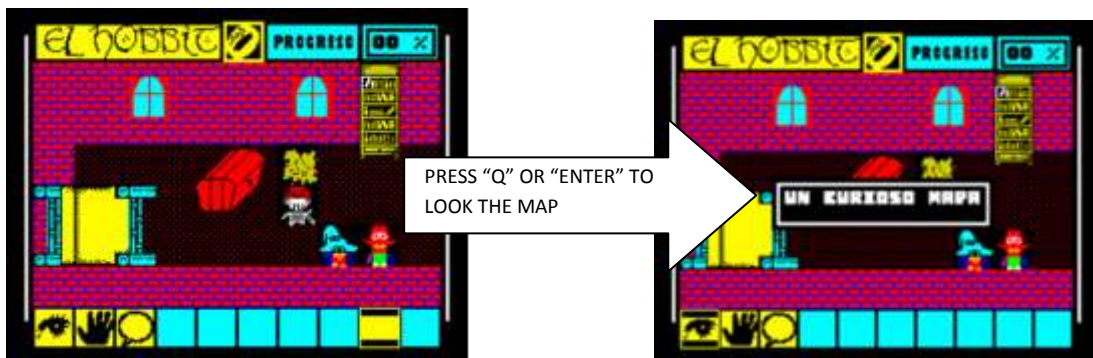
Additionally you can use "Enter" key to execute the selected action.

## GETTING/DROPPING OBJECTS AND DOING ACTIONS

The way to do an action is to select the action desired with the selection cursor and look the object or place with our character, and then press "Enter".

When an object is not walkable, will be not necessary to press enter, then will be enough with go until took the desired object.

Example:



### ***Look Action***

In general all objects and Sceneries can be looked.

Sceneries will be looked automatically when we enter the first time into a room, but we can look it again if we want to, using the eye icon.

If our character is in any walkable place (with no objects) and we press "Enter" with the eye icon selected, we will look the room again.

### ***Use/Take Action***

There are 13 different objects along the game. All them can be taken and used. Some parts of the sceneries can also be used.

To do the Use/Take action, we will select the hand icon and we will place our character in front of the object or place to be used/taken. Then we will press "Enter" or the proper direction key.

In order to make more comfortable the Take action, objects will be taken also if the Talk icon or an empty place of the inventory is selected.

When we take an object, it will be placed in the first empty place in the inventory. You can use it since that moment.



The Use action with some parts of the scenery will let to solve some puzzles, letting us (for instance) to find some hidden objects.

### ***Talk Action***

It will be necessary to use Talk action to solve some puzzles. We only can talk with some characters in the game and not with the enemies (with exception of Gollum in his cave).



Talk action can be used in the same way than the others, i.e. facing the character to it, selecting the talk icon, and then pressing enter or the proper direction key (OPQA).

The exception is Gollum. You will be killed if you are near him. Due to it you will talk with Gollum using Talk action in any place of his cave.



### *Use of the inventory objects*

We will need to use the objects of the inventory to solve some puzzles in the game.

We can use an object selecting it and facing our character to the place or character to be used with.

We will drop an object, pressing “Enter” in an empty place. We can take it again later.

In the picture below, Bilbo shows to Gandalf the “Curious Map”. Gandalf answer he doesn’t know to read it.



### *Solving the Trolls puzzle*

As an example to help you to understand the game, we will explain how to solve the first puzzle in the game.

When we enter in the Trolls clear, we find a nasty surprise; two terrible Trolls are waiting to kill us in the entry. We need to take the key to unlock the door to enter into their cave.



It is not possible to avoid Trolls; they kill us for sure, and in the case we can escape from them, will be not possible to take the key, it's always protected by one of them.

To solve the puzzle is necessary to remember when Bilbo and his company escape from them in the book. When you know, it's very easy, we just have to wait until dawn, then Trolls will be turned into rock.

After we enter in the Trolls clear, we run away to the next room, and we wait walking around until it dawns.



If we were enough patients an apparently irresolvable puzzle will be something without difficulty.

Trolls are turned into rock and the way is now free.



We take the key and we use it with the yellow door to unlock it.

After this example you are ready to face alone all the dangers of the Middle Earth.

¡¡¡Good luck and go to find the treasury!!!

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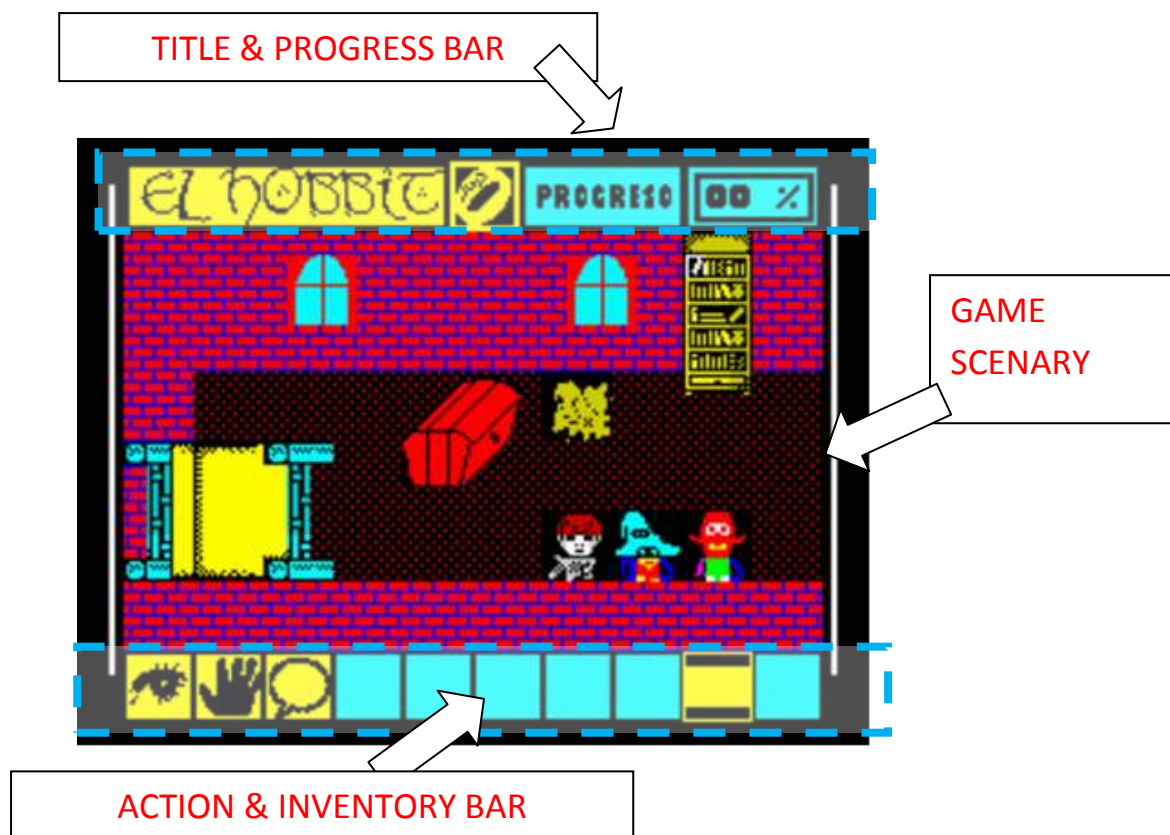
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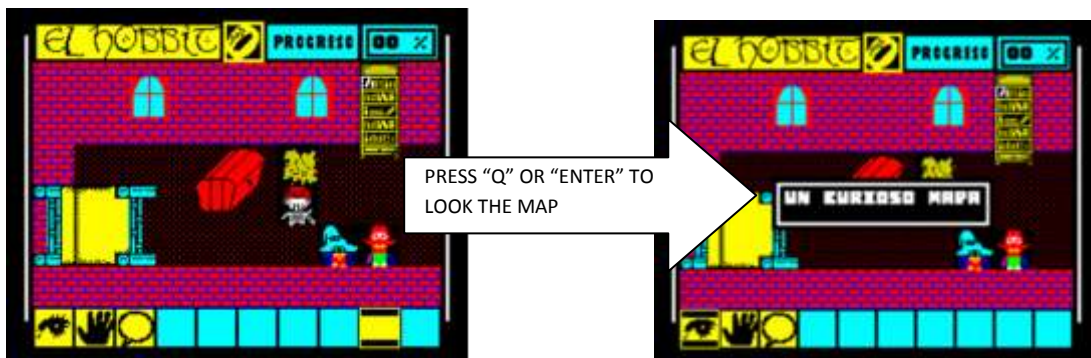
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