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THE LORD OF THE RINGS

4D PUZZLE

MIDDLE-EARTH

THE LORD OF THE RINGS

INTRODUCTION

Set between the western Great Sea of Belegaer and the East Sea, the vast continent of *Middle-earth* rises from the center of the universe. This diverse and ancient land is home to a multitude of species and stories, all cloaked in mists of mystery and great power.

At the northern edge of the continent lays a frozen wasteland, where a hardy tribe of Men once lived. To the east and south, the barbaric allies of *Sauron* roam deserts and uncharted territories. It is in the expansive Westlands, the northwestern region of *Middle-earth*, that much of the action of *The Lord of the Rings: Motion Picture Trilogy*

occurs. The Westlands are composed of unique regions such as Lindon and Eriador along the western coast, and the temperate Rhovanion region east of the Misty Mountain.

These territories are distinguishable by culture, climate, history, and inhabitants, all of which have shifted and evolved over centuries of wars and realignments in *Middle-earth*. The varied species of these weathered lands include the immortal Elves and the hardworking Dwarves, the warlike Orcs and fire-breathing dragons, the tree-like Ents and the noble Eagles, each existing on the cusp of the next big adventure or upheaval.

Embark upon a journey through time and place as you traverse this complex landscape of *Middle-earth*, learning about its peoples and past along your way.

As you construct this expansive world, you will visit *Frodo Baggins* in *Hobbiton*, battle the Orcs at Helm's Deep, reach the peaks of Weathertop and the depths of Mount Doom, and gain an entirely new understanding of the rich and layered stories behind this epic land.

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LAYER I - JIGSAW MAP OF MIDDLE-EARTH

MIDDLE-EARTH JIGSAW MAP

The storied and ancient lands of *Middle-earth* tell tales of quests and conquests, of wizardry and black magic and of heroes and Hobbits. In a world of such varied cultures and climates, no two regions are alike. Your challenge is to navigate this fabled land, recreating key cities and landmarks along the way. With each legendary site that you construct, unlock a new piece of Middle-earth's unique and captivating story. If you need help, use the mini map to guide you!

 Use generic glue to hold puzzle together.



Refer to the mini map as a guide to assemble puzzle.

1540 PIECES

Carefully cut, 1540 pieces challenge you to recreate *Middle-earth*.

DETAILS

Illustrated with attention to detail, this layer brings out the beauty of *Middle-earth*.

LOCATIONS

See individual regions as cartographers of *Middle-earth*, each with unique characteristics.



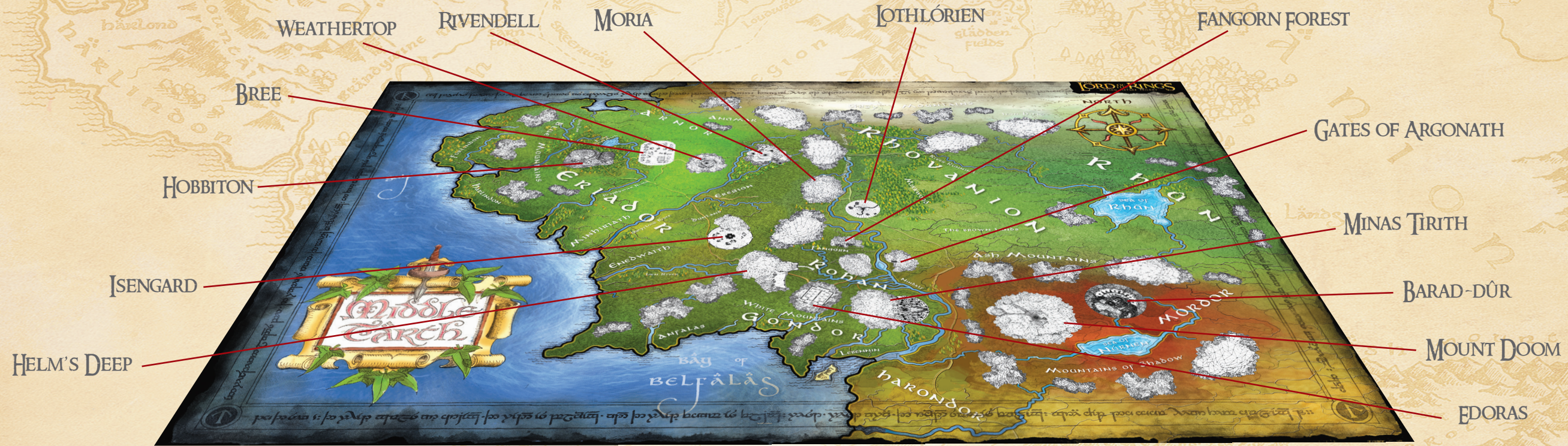
Jigsaw map of *Middle-earth*



Geography of *Middle-earth*




Learn the Locations



LAYER 2 - GEOGRAPHICAL TOPOGRAPHY

MIDDLE-EARTH TOPOGRAPHY JIGSAW MAP

When your first layer of *Middle-earth* geography is complete, you will be ready to create its topography: features that have defined *Middle-earth* regions and separated it from other areas of the known world. These features reveal the real nature of the terrain with beautiful detail, climbing skyward from your map into full view. Here *Middle-earth* rises to its true shape.

 Use double sided tape to hold puzzle together.



Refer to the mini map as a guide to assemble puzzle.

590+ PIECES

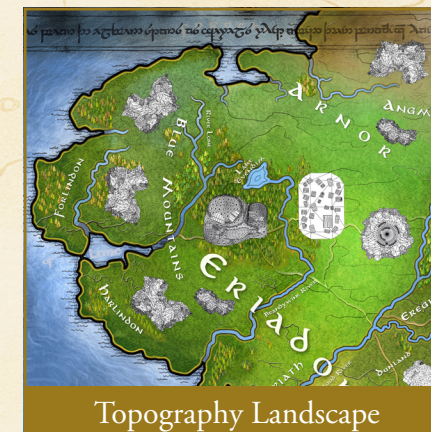
With over 590 pieces, the challenge continues. This sizable number of pieces ensure every land formation is rendered in full.



Detailed Jigsaw Map

PHYSICAL PANORAMA

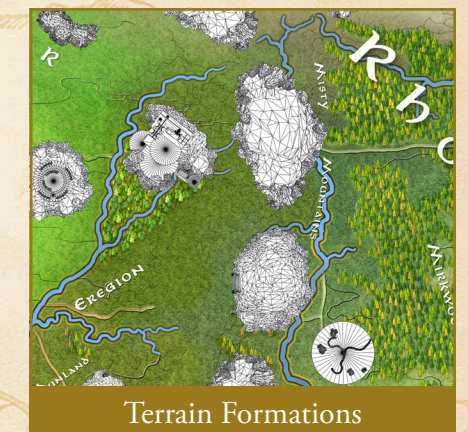
When its topography becomes tangible in this layer, *Middle-earth* transforms into reality. These pieces add a physical nature to your map that represents the The Lord of the Rings world.



Topography Landscape

DETAILED TERRAIN

Intricately illustrated with the characters of the prairies, forests and mountains. These topography pieces represent the contours of *Middle-earth*.



Terrain Formations



LAYER 3 - 3D TOWNS, MOUNTAINS, AND VILLAGES

MIDDLE-EARTH STRUCTURES

Prepare to set the scene for *Middle-earth* to truly come alive. In this third layer, 3D structures will manifest across *Middle-earth*. From the Shire in *Hobbiton* to the Fanghorn Forest, structures of crucial importance to the regions hold their ground and their histories for all to see. Each structure is rich with the history of *Middle-earth*.



Find the location of the 3D castle on layer 2 map; then remove the foam and insert corresponding structure into opening.



Refer to the mini map as a guide to assemble puzzle.

REGIONS

- Hobbiton (HN)
- Bree (BR)
- Weathertop (WT)
- Rivendell (RD)
- Moria (MR)
- Lothlórien (LL)
- Edoras (ED)
- Fangorn Forest (FF)
- Helm's Deep (HD)
- Isengard (IG)
- Minas Tirith (MT)
- Gates of Argonath (GA)
- Mount Doom (MD)
- Barad-dûr (BD)

FROM STORY TO LIFE

These 3D pieces feature the most notable structures in *Middle-earth*, in all their grandeur.

DETAILED REPLICAS

Crafted as described in the series, these pieces are perfect miniature replicas of the great regions of *Middle-earth*.



Visit the Mount Doom



Discover each Sculpted Region

LOCATION DESCRIPTIONS

HOBBITON

The village of *Hobbiton*, in the center of the Shire, is home to many of Middle-earth's best-known Hobbits. *Frodo Baggins* and *Bilbo Baggins* live in a tidy Hobbit hole buried into the ground in *Hobbiton*.



WEATHERTOP

The highest peak of the Weather Hills, Weathertop was once the site of a tall tower containing the most powerful of the Palantír Stones. Due to its location at the intersection of several kingdoms' borders, Weathertop is often the site of territorial battles.



BREE

Bree, the primary village of Bree-land, is home to both Men and Hobbits. Located at the crossroads of two major cross-continental routes, Bree is bustling with trade and travelers.



RIVENDELL

The Elven outpost of *Rivendell* sits at the western foothills of the Misty Mountain. The community acted as a safe haven for Elves fleeing from *Sauron* after the destruction of Eregion.



LOCATION DESCRIPTIONS

MORIA

Settled beneath the Misty Mountain lies the Dwarven realm of Moria. The bustling city was founded by Durin the Deathless during the First Age, and was ruled by Durin's descendants for thousands of years. By the time of *The Fellowship*, however, the city has been long since abandoned by Durin's ancestors.



EDORAS

Edoras is the capital city of the otherwise pastoral Rohan realm. The fort-like city, which is encircled by a wall on top of a hill, is home to the Golden Hall of Meduseld.



LOTHLÓRIEN

The picturesque realm of Lothlórien is an Elven refuge on the outskirts of the Misty Mountain. This magical forest is greatly protected from the evil forces beyond it, offering a safe space for visitors and residents alike.



FANGORN FOREST

A dark woodland beneath the Misty Mountain, Fangorn Forest is home to the Ents of *Middle-earth*. Fangorn Forest is the only remnants of what was once a vast forest whose trees were destroyed by Men to build their ships.



LOCATION DESCRIPTIONS

HELM'S DEEP

Helm's Deep is a large valley gorge that cuts through the northwestern White Mountains. A fortress standing over the valley offered encampment and artillery to Men who fought there.



MINAS TIRITH

Situated at the easternmost tip of the White Mountains, Minas Tirith is the capital city of Gondor. The city is comprised of seven walled levels of fortification, each building cumulatively until the great Citadel at its peak.



ISENGARD

Positioned over the Fords of Isen, Isengard is a massive fortress at the southern edge of the Misty Mountain. The lands surrounding the stronghold were green and fertile until Saruman's arrival in the late Third Age.



GATES OF ARGONATH

The monumental Gates of Argonath consists of two giant carvings of Isildur and Elendil along the River Anduin. These massive statues mark the gateway to the kingdom of Gondor.



LOCATION DESCRIPTIONS

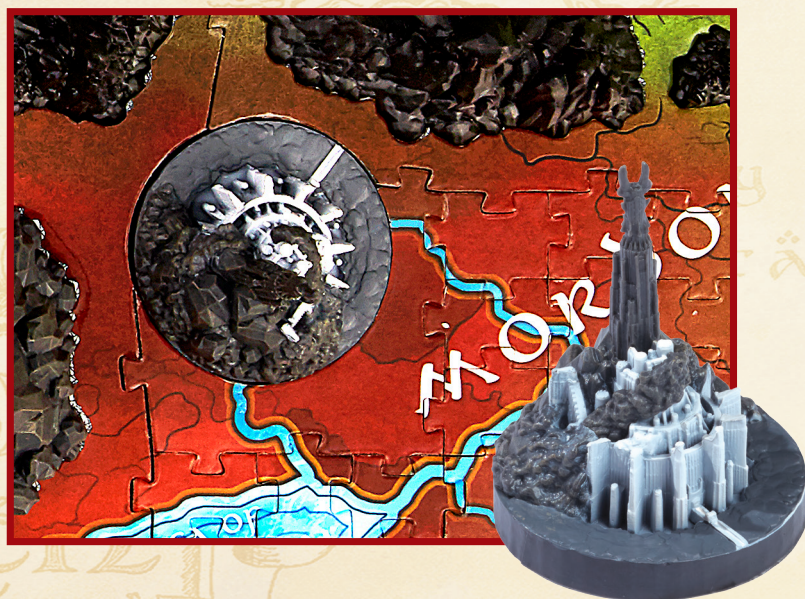
MOUNT DOOM

Mount Doom is the treacherous volcano presiding over Mordor and the final destination of Frodo Baggins's quest. It is the site where *Sauron* originally forged the One Ring, and is the only place where the Ring can be destroyed.



BARAD-DÛR

Shrouded in dark clouds and mist, the tower of Barad-dûr is Sauron's principle fortress in Mordor. The tower was built with the power of the One Ring, and relies on the Ring to maintain its dark sorcery.



MOUNTAIN DESCRIPTIONS

BLUE MOUNTAINS

The Blue Mountains carve through northwestern *Middle-earth*, originally separating Beleriand from Eriador. During the First Age, the Mountain was home to both Elves and Dwarves, but the War of Wrath demolished the range and the settlements therein. Many years later, however, the Dwarves returned to their former homeland and founded a prosperous kingdom on the mountain.



MISTY MOUNTAIN

The largest range on *Middle-earth*, the Misty Mountain spans several realms and claims many different creatures as its inhabitants. Amid the range's peaks lays the greatest Dwarven realm in all of *Middle-earth*, while beneath its hills dwells the cavernous Goblin-town. It is within this mountains that *Bilbo Baggins* first encounters *Gollum*.



GREY MOUNTAINS

The Grey Mountains run west to east across northern *Middle-earth*. On the western end of the range stands Mount Gundabad, the sacred Dwarven site that was later overtaken by Orcs, while the eastern end of the mountain houses a breeding ground for dragons.



WHITE MOUNTAINS

The snow-capped White Mountains cross Gondor and Rohan in southeastern *Middle-earth*. The perilous Mountain is nearly impenetrable, with no trails passing through it and only the formidable Paths of the Dead traversing beneath it. Many different inhabitants have resided in these mountains over the course of time, including Men, Dwarves, Orcs, and horse-people.



ASH MOUNTAINS

Barren and treacherous, the Ash Mountains form the northern border of Mordor, Sauron's dark kingdom. During the Third Age, the Wainriders used deserted paths across this formidable mountain to conceal their surprise attack on King Ondoher of Gondor.



MOUNTAINS OF SHADOW

The Mountains of Shadow form the western and southern borders around Sauron's realm of Mordor. With only two known passes cutting through them, these mountains sealed much of Mordor off from invasion.



MOUNTAINS OF THE EAST

The Mountains of the East span across the far eastern stretches of *Middle-earth*. The western slopes of this range held the ancient Wild Wood forest, where the Elves first awoke upon Varda's completion of adding stars to the night sky. Several of the Fathers of the Dwarves also awoke within this range.



IRON HILLS

The Iron Hills in northeastern Rhovanion are what remain of the Iron Mountains from the First Age. Notable for their mineral-rich soil, the Hills have been mined for thousands of years by the noble Dwarven ancestors of Durin the Deathless. This clan, known as Durin's Folk, included some of the bravest and most knowledgeable leaders of the Dwarven kingdoms.



NATURAL MARKERS

1. **TOWER HILLS:** The steep Tower Hills preside over Western Eriador. Perched at the top of these hills are three Elven White Towers, the tallest of which contains the Elendil Stone, the only Palantiri that was dedicated to observing the Undying Lands rather than events in *Middle-earth*.
2. **HILLS OF EVENDIM:** The Hills of Evendim stretch across northern Eriador, reaching Lake Evendim at their most southern end. While the region was originally founded by Elves, it was later settled by the ancestors of Edain helping transform the surrounding area into the kingdom of Arnor.
3. **OLD FOREST:** The Old Forest is a remnant of the vast woods that once covered Eriador in the Second Age. The dark and mysterious forest is the site of the Witherwind River and is home to the enigmatic and whimsical Tom Bombadil.
4. **MIDGEWATER:** The fly-infested and misty Midgewater Marshes are settled in the middle of Eriador. *Frodo Baggins* and his company spent two days traveling through these perilous and isolating swamps on their way from Bree.
5. **SARN FORD:** On the southern edge of the Shire lies the Sarn Ford, fiercely guarded by the Rangers of the North until their ousting by the Ringwraiths. The ford lies on the Baranduin, the river where Frodo Baggins's father supposedly drowned.
6. **SWANFLEET:** The marshy Swanfleet is the point at which the Glanduin and Mithethel rivers join in Eriador. The region is home to the riverside-dwelling Stoors and Swans.
7. **GLADDEN FIELDS:** Along the banks of the river Anduin lay the Gladden Fields, a vast marshland extending from the river Gladden to the Great River. It was amid these swamps that Isildur lost the One Ring when his company was ambushed by Orcs en route to *Rivendell*.
8. **EMYN MUIL:** The Eryn Muil is a treacherous range of rocky hills stretching across the region of Rhovanion. During their quest to reach Mordor, *Frodo Baggins* and Sam get lost in Eryn Muil until they come upon *Gollum*, who, after extensive persuasion, guides them to safety.
9. **DEAD MARSHES:** East of the Eryn Muil, the Dead Marshes are the site of the gruesome Battle of Dagorlad between Mordor and the Last Alliance of Elves and Men. It is said that the bodies of fallen soldiers from this battle can occasionally be found floating through these marshes.



NATURAL MARKERS

10. **GREY HAVENS:** The Elven seaport of Grey Havens is located at the mouth of River Lhûn in central Lindon. A city of great spiritual importance to the Elven community, Grey Havens is where *Frodo Baggins* and the Hobbits meet with the high *Elves Celeborn* and *Galadriel* before boarding ships to the Undying Lands.
11. **MIRKWOOD FOREST:** The massive Mirkwood Forest stretches from the Grey Mountains on the northern rim of the continent down to the North Undeep in the south. The forest was first populated by the Nandor, an ancient clan of Elves, and continued to be inhabited by Elves for centuries to come. *Legolas*, a member of the Fellowship, is a native of Mirkwood Forest.
12. **PASS OF CARADHRAS:** The Pass of Caradhras cuts through one of the most treacherous peaks of the Misty Mountain. When the Fellowship attempts to cross Caradhras, *Saruman* thwarts their passage by summoning an avalanche and lightning to strike the mountain, burying *Frodo Baggins* and his companions under the snow.
13. **ESGAROTH:** Esgaroth, or Lake-town, was a community of Men constructed upon wooden pillars in Rhovanion's Long Lake. The town was destroyed when the dragon *Smaug* was struck by *Bard the Bowman's* arrow, and his giant body came crashing to the ground.
14. **WITHERED HEATH:** Nestled between the northern and southern branches of the Grey Mountains lies the dragon-infested valley known as Withered Heath. This region is a breeding ground for dragons, and is consequently charred and barren from their fiery skirmishes.
15. **PELARGIR:** The great port city of Pelargir sits just above the delta of the Anduin in southern Gondor. The city became a naval base during the era of Ship-kings, but was later overrun by the Corsairs of Umbar who were fleeing from Aragon's Army of the Dead during the War of the Ring.
16. **SILVERLODE RIVER:** The Silverlode River runs through the eastern portion of the Misty Mountain, emptying into the Anduin River. The Fellowship followed the Silverlode on their journey from Moria to Lórien.
17. **CARN DÛM:** Located in the northern Misty Mountains, Carn Dûm was established by the Witch-king as the capital of Angmar. A dark and wicked city, it is inhabited by Orcs, Trolls, and Men of Darkness, all of whom assist the Witch-king in his assaults against Arnor.
18. **FORD OF BRUINEN:** The Ford of Bruinen crosses over the river Bruinen in Eriador. It is at this Ford that *Arwen*, carrying the wounded *Frodo Baggins* on her horse, confronts the Nine Ringwraiths and calls forth a flood to thwart the advance of Sauron's troops.

TIMELINE & BATTLES

- A.** The story begins in *Hobbiton*, where *Bilbo Baggins* bequeaths the mysterious Ring to his nephew, *Frodo Baggins*. When *Gandalf the Grey* realizes the ring is actually Sauron's One Ring, he insists that *Frodo Baggins* remove it from the Shire before it brings harm to all of the Hobbits who live there.
- B.** *Frodo Baggins*, Sam, Merry, and Pippin arrive in Bree to meet with *Gandalf*, but are instead greeted at the Prancing Pony by a stranger by the name of Strider. Unbeknownst to the Hobbits, Strider is actually Aragorn, heir of Isildur and confidant of *Gandalf*.
- C.** Strider escorts the group to *Rivendell*, where they meet with *Gandalf* and *Lord Elrond*. It is here that *Frodo Baggins* volunteers to take the Ring to Mount Doom where it will be destroyed once and for all. He sets off with the Fellowship of the Ring, a team consisting of the wizard *Gandalf*, an Elf, a Dwarf, four Hobbits, and two Men.
- D.** From *Rivendell*, the Fellowship heads south along the foothills of the Misty Mountain, but are rerouted by evil forces to cross through the Mines of Moria. Within this dark city, the team battles Orcs and a Troll, and *Gandalf* falls into a dark, fiery chasm.
- E.** Aragorn leads the group to the Elven community of Lothlórien, where they encounter the Elves Galadriel and Celeborn. Galadriel informs *Frodo Baggins* that he alone must complete the mission, and that along the way one of his companions will attempt to steal the Ring from his safekeeping.
- F.** *Frodo Baggins* departs from the Company to bring the Ring to Mordor with Sam, while the rest of the group is left to battle the Uruk-hai amongst the ruins on Parth Galen. During this skirmish, Merry and Pippin are taken captive, and Boromir is fatally wounded.
- G.** In pursuit of *Frodo Baggins* and the Hobbits, Aragorn leads the remaining Company through Rohan to the capital city of Edoras. Here, a resurrected *Gandalf* frees King Théoden from Saruman's spell, enabling the King to transport his citizens to the safety of Helm's Deep.
- H.** Aragorn joins Théoden and the Rohirrim at Helm's Deep, and a great battle breaks out against Saruman's Uruk-hai army.
- I.** Merry and Pippin escape from their Uruk-hai captors and flee into Fanghorn Forest, where they meet the Ent Treebeard. At an Ent council, the two Hobbits convince the Ents to join the war efforts against *Saruman*, who has caused such destruction to their beloved forests.



TIMELINE & BATTLES

- J.** Merry and Pippin join the Ents as they march on Isengard, where *Saruman* has established his base, and take the evil Wizard captive. Treebeard then takes control over Isengard and sends reinforcements to assist at Helm's Deep. After the Battle, Aragorn, *Gandalf*, Legolas and Gimli reunite with the Hobbits in Isengard.
 - K.** *Frodo Baggins* and Sam, who have been accompanied by *Gollum*, travel through the Dead Marshes en route to Mount Doom. At the Black Gate, they are captured by the Rangers of Ithilien and redirected to Gondor city Osgiliath.
 - L.** *Gandalf* and Pippin travel to Minas Tirith, where they expect Sauron's next attack to strike. From here, Pippin sends signal to summon Théoden and his forces, and the Battle of Minas Tirith commences. Aragorn arrives at the end of the Battle with the Army of the Dead, turning the tide of war and defeating Sauron's forces.
 - M.** In the outskirts of Mordor, *Gollum* tricks *Frodo Baggins* into entering Shelob's lair, where the giant spider attacks and paralyzes the Hobbit. Sam comes to his rescue, and the pair continue on to Mount Doom. A struggle ensues at the volcano, and *Gollum* falls into the fiery pit, destroying the Ring and Sauron's power.
- B1. BATTLE OF HELM'S DEEP:**
In the climactic *Battle of Helm's Deep*, the outnumbered Rohirrim heroically defeat *Saruman* and his army of Uruk-hai. Though initially reluctant, the Ents join King Théoden's army when they see the destruction that *Saruman* has caused to their forests. The makeshift army of Rohirrim, Elves, Ents, and peasants manage to hold off the Orcs until *Gandalf* arrives with reinforcements and send *Saruman's* army into retreat.

- B2. BATTLE AT MINAS TIRITH:**
In the gruesome *Battle at Minas Tirith*, *Gandalf* leads the city's defense against Sauron's attacking army of Orcs. Sauron's forces break down the Great Gate, allowing Trolls, Wargs, and Orcs to charge the city overnight, slaughtering many Gondorian soldiers and civilians. Théoden's army of Rohirrim join the efforts against the Orcs, but are no match against Sauron's reserve troops and Oliphaunts. The tide turns, however, when Aragorn arrives with the Army of the Dead, decimating Sauron's troops.
- B3. BATTLE OF BLACK GATE:**
The Battle of Black Gate is the final major battle of the War of the Ring, which ultimately leads to Sauron's final defeat. Aragorn marches a troop of Men towards the Black Gate, where he beheads the Mouth of *Sauron*, the Dark Lord's chief servant. As *Frodo Baggins* secretly transports the Ring through Mordor, Sauron's forces of Orcs, Easterlings, and the Haradrim outnumber and surround the Armies of the West. However, when *Gollum* falls into the Crack of Doom with the Ring, Sauron's power is overthrown, and the Men are able to defeat the armies of Mordor.