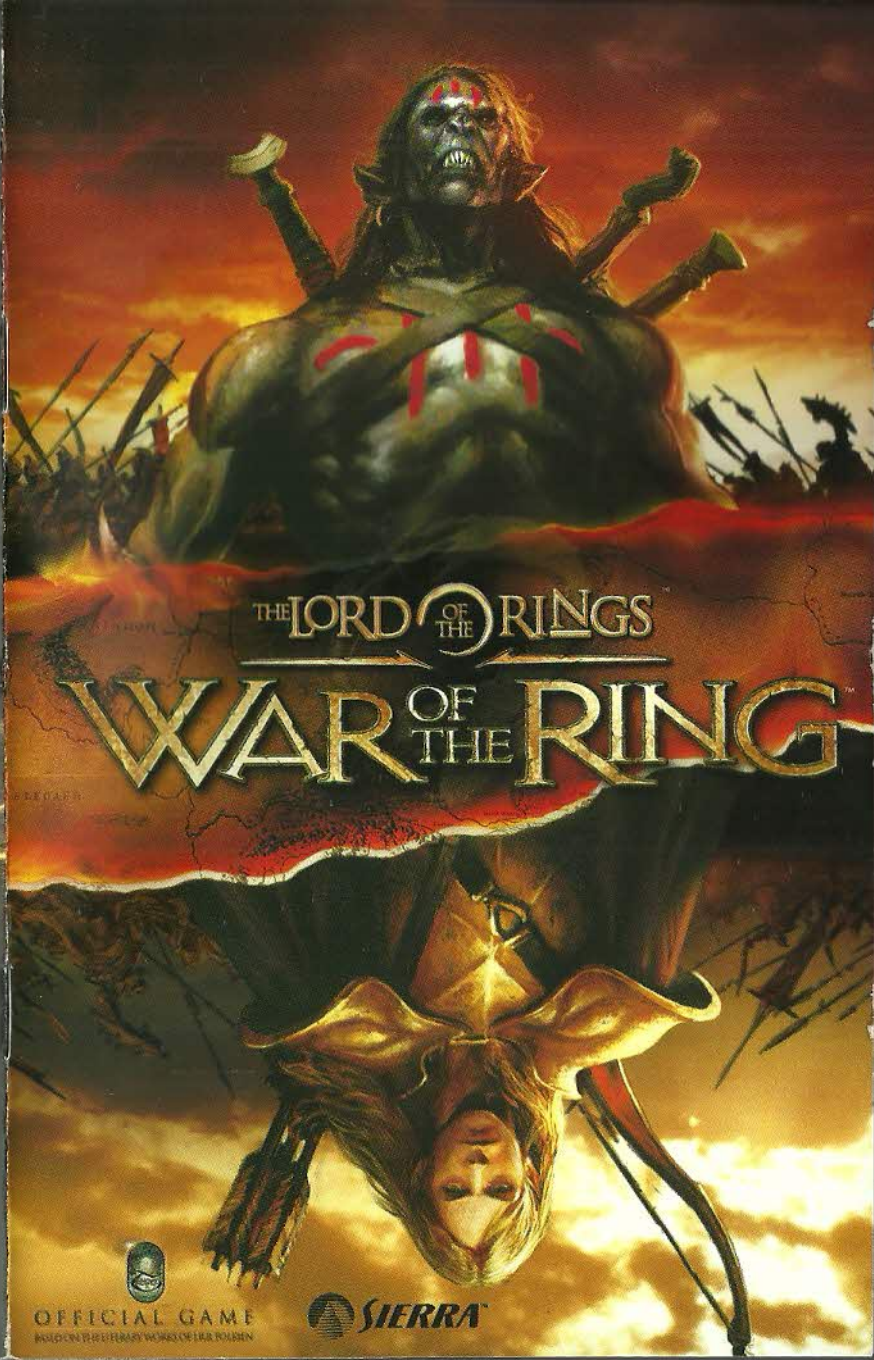




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OFFICIAL GAME
BASED ON THE LITERARY WORKS OF J.R.R. TOLKIN

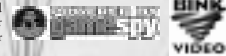


WAR of the RING™

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SYSTEM REQUIREMENTS

- ❖ Intel® Pentium III processor or AMD® Athlon™ processor
- ❖ Processor Speed: 800 MHz
- ❖ Windows® 98/2000/ME/XP
- ❖ 256 MB RAM
- ❖ DirectX® 9 or higher
- ❖ 32 MB AGP® video card supporting Hardware Transform and Lighting capability using NVIDIA® GeForce™, ATI® Radeon™, or more recent chipset with DirectX® 9-compatible driver
- ❖ DirectX® 9-compatible sound card and speakers or headphones
- ❖ Up to 2 GB hard drive space
- ❖ Minimum 56K modem for online play
- ❖ Keyboard and mouse

Installing the Program

Insert the *War of the Ring*™ CD labeled INSTALL into your CD-ROM drive. If you do not already have DirectX 9 or higher on your machine, follow the on-screen prompts to install or update your DirectX. You will need to reboot your computer for DirectX to finish installing.

Follow the on-screen prompts to perform a Complete Installation. If the Install Program does not start automatically, double-click the My Computer (or whatever you have named your computer) icon on your Windows desktop. Once you have opened My Computer, double-click on the icon for your CD-ROM drive, then double-click on the file labeled “setup.exe.” This will start the installation process manually.

When prompted, insert the *War of the Ring*™ CD labeled PLAY into your CD-ROM drive to complete the installation process. The PLAY CD is then used any time *War of the Ring*™ is played.

GETTING STARTED

Starting the Game

If you have installed the program successfully, you will be presented with the following options in the Main Menu: New Game, Multiplayer, Load, Options, and Quit.



New Game (Single Player)

Your options in this section:

Good Campaign

Select a Single-Player campaign that follows the story of the Free Peoples of Middle-earth™.

Evil Campaign

Select a Single-Player campaign that follows the story of the Minions of Sauron.

Skirmish

Play a quick-start Single-Player skirmish against a computer-controlled opponent.

Tutorials

Play through four quick interactive Tutorials (three for the Good Side and one for the Evil Side) that teach you the basics of the game.

Back

Return to the Main Menu.



Load

This option allows you to select and load a Saved game. You may only load games that were saved with the currently active Player Profile.

Options

Select technical options for video, audio, and game settings. The following features are also found in the Options Menu:



Playlists

This option allows you to queue up music tracks to play in both single and multiplayer games, instead of listening to the default music. You can choose any of the tracks featured in *War of the Ring*™, and play them in order you choose, or at random.

Recorded Games

This option allows you to view any multiplayer game that has been saved. When a multiplayer game ends, any contestant may choose to *Save Replay*, which saves a local file of the game you played. You may then load these games from the Recorded Games tab in the Options Menu. The replay will display the game from the perspective of any contestant in the game.

Mature

Checking the *Mature* box will allow violent effects such as blood to be played. For players under the recommend age posted on the package, or for players in regions where such effects are restricted, the recommended setting is left **unchecked**.

Chat Sounds

When checked, this option plays an alert to notify other players when someone types a chat message in multiplayer games.

Multiplayer

Selecting the Multiplayer option gives you the opportunity to play a LAN (Local Area Network) game over the Internet through GameSpy™ or at a specific IP address.



Multiplayer Game Types

Razing

Be the first to destroy all enemy buildings, regardless of how many enemy units remain.

Victory Conditions: You must destroy all of your opponent's buildings, including **Towers** and **War Posts**.

Survival

Outlast your opponents and survive the longest.

If all of your buildings are destroyed and you still have units on the map, a visible countdown timer will appear. You must construct a **Stronghold** for Good or a **Goblin Hovel** for Evil before the timer reaches zero or all of your units will be revealed. If you begin construction of a base after a line of sight as been revealed on your units, then your units will again be covered by the **Fog of War** (game returns to normal play).

Victory Conditions: All enemy units and buildings must be destroyed.

Famine

Each player starts with a set amount of resources, and resource collecting is turned off.

Victory Conditions: All enemy units and buildings must be destroyed.

Control

In this time-limited game, players race to control *Places of Power*. For each *Place of Power* controlled, players are awarded points.

Victory Conditions: At the end of the time limit, players are ranked according to their point totals. If all of your units and buildings are eliminated, your score becomes 0. If you are the only surviving player, regardless of the timer, you automatically win. If any player has accumulated 51% of all the possible points, that player automatically wins at that moment.

Catapult

The Ancient Catapult is placed somewhere on the map, and the players must race to find it, then fight to control it against their foes.

The Catapult itself acts as a *Place of Power*. Only the player with sole control over the Catapult is able to control this ancient weapon. All units of the player in control of the Catapult must be eliminated from the radius of the catapult in order for another to use it.

Victory Conditions: All enemy units and buildings must be destroyed.

Multiplayer Game Settings

These are all the parameters that you can adjust for multiplayer games:

Map – Name of the map on which the game will take place.

Max Players – Defined by which map is selected.

Game Type – *Razing, Survival, Famine, Control, or Catapult*. The selected game type will determine which maps are chooseable (for example, if Catapult is selected, only Catapult maps should be chooseable)

Tournament Rules – If checked, the following parameters will be locked to their default positions and cannot be changed: *Starting Resources, Power Acquisition, and Game Speed*.

Starting Resources – This determines the amount of resources available at the start of the game. *NOTE:* This option does not affect the available resources on the map.

Power Acquisition – This will determine how easily Fate Points are obtained.

Allies Nearby – Determines if allied players start near one another.

Allow Handicap – Determines if handicaps are allowed.

GAME CONTROLS

The game controls are similar to many other real-time strategy (RTS) games. The basics are listed below:

- ❖ Left-click to select units.
- ❖ Double-left-click to select all units of the same type on the screen.
- ❖ Left-click and drag to create a selection box around multiple units in an area.
- ❖ Hold the Shift key down while left-clicking units to select multiple units.
- ❖ Left-click anywhere on the terrain to deselect units (or any other object).
- ❖ While units are selected, press CTRL+1 through CTRL+0, then double-tap the control group key to go to those units and assign them a number and add them to a control group. You can then press 1 – 0 to select those units instantly.
- ❖ Right-click on the terrain to order units to move to the selected location.
- ❖ Ctrl + right-click to order units to move to a location, and to stop and attack any enemies seen along the way. This is called the Attack-Move command.
- ❖ After selecting a unit, right-click on the mini-map to give the unit an order to move to a specified location.
- ❖ Right-click on enemy units or buildings to order your units to attack them.

CAMERA CONTROLS

The camera controls are similar to many other RTS games. The basics are listed below:

- ❖ Scroll your game view by “pushing” on edges of the screen with the mouse cursor, or by using the keyboard cursor keys. You can also hold down the middle mouse button or wheel and move the mouse to scroll across the map.
- ❖ The mouse wheel tilts the game camera.
- ❖ Left-click on the mini-map to move the game camera to that area of the map instantly.
- ❖ Keypad 7 tilts the game camera up.
- ❖ Keypad 4 rotates the game camera left.
- ❖ Keypad 5 resets the game camera to its default position.
- ❖ Keypad 6 rotates the game camera right.
- ❖ Keypad 1 will tilt the game camera down.
- ❖ Keypad 2 will zoom the game camera out.

INTRODUCTION

Who has not heard of the saga of the Fellowship of the Ring™? Aragorn, he who was known by many names in many places, the greatest ranger of his age; keen-eyed Legolas of the Silvan Elves; and Gimli, son of Glóin, whose heart was as strong and true. Who has not wondered what it would be like to stand, sword raised, alongside Boromir of Gondor or watch in awe as Gandalf the Grey called down fire upon the servants of Sauron.

And what of the Hobbits? Brave Merry and Pippin; stalwart Sam Gamgee, the best and most loyal friend in all of Middle-earth™; and the Ring-bearer himself, Frodo Baggins, whose burden was far, far heavier than one could imagine a simple gold ring could be. They will fight at your side as you strive to turn back the forces of evil that threaten to overtake Middle-earth™.

Ah, perhaps it is the Darkness that calls to you? You seek the company of those who serve the Dark Lord, do you? Then shall you call forth Grishnákh of the Barad-Dûr, or slip among the shadows with Saleme, a legendary Haradrim Huntress renowned among the cruel Haradrim for her silent and deadly daggers. Perhaps you have it in your mind to bend the tormented Gollum to your will, he who suffered much in the service of the Ring. Would you strike true fear in the hearts of your enemies by summoning the dark Lord of the Nazgûl, he who was once the powerful Witch-King of Angmar? Do you raise your eyes even higher that you may name among your forces Saruman, the master of Isengard, he who was known as Ring-maker and serves his own interests best of all?

Here then, in *War of the Ring*™, you will have the chance to relive the great battles of Middle-earth™, both known and unknown—Helm's Deep, Osgiliath, Cirith Ungol, the plains of Rohan—places of legend and lore where great deeds will once again be done in the name of both good and evil. Can you change the course of history as you command the armies of good and rally the Companions of the Ring to your side? Or will you use your powers for evil and summon the hordes of darkness to overwhelm the land and give Sauron the victory he craves?

What will the clash of arms and the bray of battle horns awaken in your heart? The choice is yours, my friend. May you not regret your decision!

GAME INTERFACE

Menu – Return to the Main Menu.

Chat – Chat with other players while in multiplayer mode.

Objectives – Lists the mission objectives.

Look Here – In multiplayer mode, click to tell your ally to “look here.”

Fight Here – In multiplayer mode, click to tell your ally to “fight here.”

Walk/Run Toggle – Switch between the default settings “always walking” and “always running.”

Combat Alert – Click here to go to the location of your last combat.

Fire Alert – Click here to go to the location of the last fire.

Idle Worker – Click here to cycle through your idle Worker units.

Mini Map – Get a strategic view of the battlefield.

Selection Panel – When you select a worker, click here to see a graphic display of the buildings he can construct. When units or buildings are selected, clicking here displays their information and current status.

Fate Powers – Bring up the Summon Powers option in the Action Panel.

Fate Points – Fate Points are required for summoning Hero Units or using the Summon Powers. Fate Points are obtained by Exploring, Expanding your camp, and Battling.

Cursor – The cursor is used to select things and issue orders in the game world.

Action Panel – When you select a unit, all orders for that unit appear here. When you select a building, all orders for that building appear here. When you select a unit-producing building, all units that can be trained will show up here.

Population – View information about the current population and maximum population.

Food – View the amount of spendable food you have collected.

Ore – View spendable ore resources you have collected.

Hero Portrait – Shows the health and experience status of a summoned Hero. Double-click on the portrait to return the camera to the Hero.



BUILDING AN ARMY

Resources

There are two resources in *War of the Ring*™: food and ore. You must order your workers to gather these resources so that you can spend them to create units and buildings.



Ore

Ore is essential for weapons, armor, and the construction of buildings.

To collect ore, select a Worker and right-click on the ore deposit. The unit will go to the ore deposit and begin mining. The more worker units you assign to mine the deposit, the faster you will collect ore.

Workers need to drop the ore off somewhere before you can use it. For the Free Peoples, this is the Stronghold; for the Forces of Mordor, this is the Goblin Hovel. (See *The Buildings*, page 17.)



Well

The Well provides food for your army.

You must construct a *Mill* or *Slaughterhouse* over a *Well* so that your workers can collect food.

To construct a *Mill* or *Slaughterhouse*, select a worker unit, left-click the *Mill* or *Slaughterhouse* icon in the Selection Panel area, then right-click on the well. The worker(s) should begin construction. Once the construction is complete, select a worker and right-click on *Mill* or *Slaughterhouse* to order him to collect food and drop it off either at the *Stronghold* for the Free Peoples or at the *Goblin Hovel* for Sauron's army.



BASIC BUILDING CONSTRUCTION

To construct a building, you must first select a worker unit. In the Selection Panel area, icons will appear that represent all the buildings you can construct.

Left-click the icon of the building you wish to construct. Then move the mouse cursor over the terrain until you find a valid location for the building. (If the location is invalid, the footprint of the building will show up as red on your mouse cursor.) Right-click on the terrain to order the worker to begin construction.

If the selected location is invalid ►



If the selected location is valid ►



Building Tool Tips

If you mouse-over the building's icon, a "tool tip" will pop up on the screen that gives you a description of the building, shows you how much it costs, and indicates whether there are any buildings that need to be in place before it can be constructed.



Rules for Free Peoples' Buildings

Good Side buildings must be constructed within a certain radius of other Good Side buildings. This is represented by a radius decal, which appears on the terrain around Good Side buildings when you are placing a building.

The **Stronghold** can be built anywhere. The **Mill** and the **Foundry** must be built over a **Well** and an **Ore** deposit respectively.



Rules for Buildings of Sauron's Minions

The Evil Side's buildings must be placed on terrain that has been corrupted. The **Slavemaster** unit can corrupt terrain by placing a **War Post** (select the **Slavemaster**, left-click on the **War Post** icon in the Action Panel, then right-click on the terrain). Once the **War Post** is placed, the land around it will become corrupted, allowing you to construct other buildings on it.

This picture shows uncorrupted terrain. Evil side buildings cannot be constructed here.



This picture shows corrupted terrain. Evil Side buildings may be constructed here.



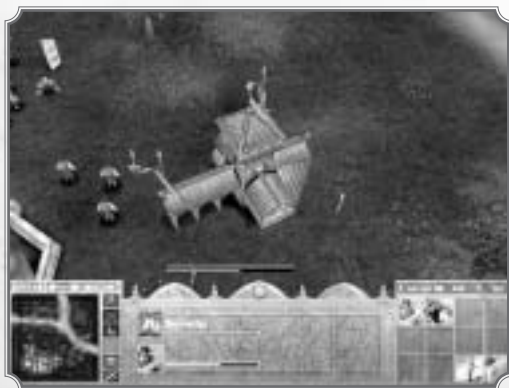
BUILDING PRODUCTION

When you select a building, the Action Panel displays the icons of the units that can be trained at that building. Note below that when the *Barracks* is selected, the *Gondor Swordsman* and *Rider of Rohan* icons appear in the Action Panel.

Left-click on a unit's icon to begin training. A build bar will appear in the Selection Panel. (See below.)



When the bar fills up, the finished unit will appear outside the building, ready for action.



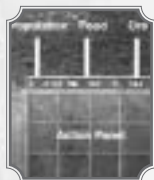
You can queue units to be built by clicking again on the unit's icon in the Action Panel. In this picture, three *Gondor Swordsman* units are queued to be trained.



If you wish to cancel a unit under construction (or in the queue), left-click on the unit's icon in the Selection Panel area (not in the Action Panel).

You may also automatically direct units to muster at a specified point, called a **waypoint**, once they are produced from a building. To set a waypoint, select the building and then right-click any point on the map that is visible. A small banner indicates the waypoint for that building. Then, when a unit is produced from that building, the unit will automatically be sent to the waypoint.

POPULATION CAPACITY



Population capacity limits the total number of units you can control at one time. Each time you train a unit, it takes up some of this capacity. Your current population count and maximum population capacity are displayed above the Action Panel in the interface. The first number represents your current population count, and the second number represents your maximum population capacity.



You can increase your maximum population capacity. For the Free Peoples, this is done by constructing **Camps**.



Slavemasters control the unit capacity for the Forces of Mordor.

Each **Camp** or **Slavemaster** you produce will add to your maximum possible population capacity.

THE BUILDINGS

Buildings of the free Peoples of Middle-earth™



Stronghold

The **Stronghold** of the Free Peoples of Middle-earth™ holds all the resources your workers collect. It is also where workers are trained and Heroes are called forth.

Units Produced: Workers, Heroes of the Free Peoples of Middle-earth™



Barracks

The basic fighting units of the Free Peoples are trained in this hall.

Units Produced: Rider of Rohan, Gondor Swordsman



Mill

As noted above, the **Mill** must be placed over a **Well** to allow the production of food. **Workers** collect the food resource from the **Mill**.



Foundry

The **Foundry** can be built on top of an **ore** deposit to increase the amount of **ore** workers can extract from it.



Forge

The **Forge** is a metal workshop for upgrading weapons and armor. It upgrades the **Gondor Swordsman**, **Rider of Rohan**, **Dwarf Axethrower**, **Dwarf Shieldbreaker**, and **Watchtower**.



Watchtower

The ***Watchtower*** is a defensive structure with a ranged attack. Up to four unmounted non-worker units can garrison inside this defensive structure to increase its rate-of-fire.



Ballista Tower

This upgrade to the ***Watchtower*** adds a powerful ballista to fire upon enemies.



Dwarf Hall

Built specifically for Durin's Folk, the ***Dwarf Hall*** houses and trains Dwarf warriors.

Units Produced: Dwarf Axethrower, Dwarf Shieldbreaker



Camp

The ***Camp*** increases the maximum number of units you can possess.



War Camp

Upgrading your ***Camp*** to a ***War Camp*** increases your population capacity.



Wilderness Outpost

The ***Wilderness Outpost*** provides upgrades for the ***Rangers*** and the ***Elven Archers***.



Ranger Post

The ***Ranger Post*** is the camp of the northern wanderers known as ***Rangers***.

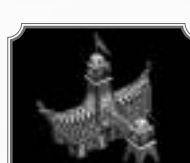
Unit Produced: Ranger



Nature's Haven

The mysterious home of the Beorning, ***Nature's Havens*** are also used to call forth the ancient and mysterious ***Huorn*** from deep in the forests.

Units Produced: Beorning, Huorn



Elven Sanctuary

This beautiful structure trains warriors and sages of the Firstborn on Middle-earth™.

Units Produced: Elven Archer, Elven Lightbearer



House of Lore

A place of study for those with magical abilities, the House of Lore upgrades ***Elven Lightbearers*** as well as the ***Beorning*** and ***Huorn***.

Buildings of the Minions of Sauron



Fortress

Evil Heroes are called forth from the *Fortresses of Mordor*, where they also receive their upgrades.

Units Produced: Heroes of the Forces of Mordor



War Post

The *War Post* corrupts land so that the Minions of Sauron may build on it and gain more power for the Dark Lord. Only *Goblin Slavemasters* may build a *War Post*.



Goblin Hovel

The crude *Goblin Hovel* provides a place for *Goblin Workers* to drop off resources.

Units Produced: Goblin Worker, Goblin Spearman, Goblin Slavemaster



Slaughterhouse

The *Slaughterhouse*, when placed over a *Well*, enables food production which is needed to create units and buildings.



Orc Mound

The *Orc Mound* is a brutal training ground that houses the Orc soldiers of Sauron's army.

Units Produced: Orc Bowman, Orc Slasher, Uruk-hai



Tower

The *Tower* is a defensive structure with a ranged attack that can be manned by up to four unmounted, non-worker units to increase its rate-of-fire.



Dark Arsenal

While not traditionally competent smiths, Orcs will use any materials they can scrounge to gain an edge in battle. The *Dark Arsenal* upgrades *Orc Slashers*, *Orc Bowmen*, *Goblin Spearman*, and *Goblin Slavemasters*.



Smelter

The *Smelter* was designed to strip the *ore* from the ground, leaving nothing but waste and ravage behind. A *Smelter* must be built on an *ore* deposit.



Beast Lair

Orcs often imprison wild beasts in the *Beast Lair* to harness their power in battle.

Units Produced: Giant Spider, Warg Rider



Breeding Pit

The Minions of Sauron often torture beasts to increase their battle prowess. The *Breeding Pit* upgrades the *Warg Rider*, *Giant Spider*, *Stoneburler*, and *Bonecleaver*.



Shadow Lair

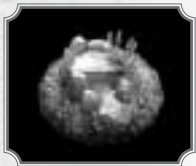
This is a dark and mysterious house of creatures who prefer to travel along dark paths of shadows.

Units Produced: Wraith, Haradrim Slayer



Black Vault

This evil guild house is dedicated to researching things truly wicked. The ***Black Vault*** upgrades the ***Haradrim Slayer***, ***Wraith***, and ***Uruk-hai***.



Troll Den

This is the cave dwelling of Sauron's fierce new breed of ***Trolls***, which are larger and stronger than their lesser kin.

Units Produced: Stonehurler, Bonecleaver

SPECIAL LOCATIONS

Places of Power

Places of Power are objects on the map that can be captured and controlled. When a player controls a ***Place of Power***, all units in that army gain a benefit, such as increased attack power or extra hit points.

When you select a ***Place of Power***, a decal appears on the terrain around it, which represents its "control zone."



To gain control over a ***Place of Power***, you must move your units into the control zone AND be the only faction present within the zone. Enemies in the zone must be destroyed before your forces can control the location.

THE UNITS OF THE FREE PEOPLES OF MIDDLE-EARTH™



Worker

Role: *Workers* gather resources (ore and food), and construct and repair buildings.

Unit Description: *Workers* are the backbone of a war camp. They gather resources and return them to base for use in developing your army. They also construct the buildings that make up your war camp, and repair those buildings when they are damaged in battle.

Special Abilities/Upgrades: None



Gondor Swordsman

Role: Basic fighting unit for the Free Peoples of Middle-earth™

Unit Description: Trained in melee combat and equipped with a sword and shield, these brave warriors of Gondor are hearty fighters.

Special Abilities: None



Dwarf Axethrower

Role: Short-ranged attack unit

Unit Description: The stout Dwarves employ a force of specialized troops that capitalize on their expertise with the axe. Using fine quality throwing axes, the *Dwarf Axethrower* is a formidable short-range unit. With higher than average hit points for a ranged unit and the ability to upgrade to Razor Edge pass-through axes, he becomes the “shotgun” unit for the Good Side, most effective against bunches of units in close range.

Special Abilities: *Flaming Axe:* The *Axethrower's* attack causes fire damage to buildings.



Dwarf Shieldbreaker

Role: Melee “tank” unit

Unit Description: What force could be strong enough to break even the finest of armor? *The Dwarf Shieldbreaker's* special ability lowers an opponent's armor class with every successful hit, allowing allies to inflict greater damage.

Special Abilities: *Shield Break.* This attack does permanent damage to a target's armor, decreasing its armor class.



Rider of Rohan

Role: Mobile unit

Unit Description: Mounted on a noble steed, the *Rider of Rohan* is the Free People's fastest-moving unit, best suited for quick hit-and-run attacks.

Special Abilities: Immune to *Knockback*



Ranger

Role: Primarily a detector and scout unit, the *Ranger* is also proficient in light combat.

Unit Description: Never forgetting their lineage from Arnor, the lost Kingdom of the North, the Dúnedain, or human *Rangers*, remained in Eriador and sought refuge where they could, occasionally receiving succor from Elrond in Rivendell. Many centuries spent in the Lone-lands have allowed them to develop uncanny skills at tracking, hiding, and close combat. Eagle Eye is a Line of Sight upgrade that increases detection range.

Special Abilities: *Detection, Camouflage.*

Detection enables the *Ranger* to detect cloaked or camouflaged enemies. *Camouflage* gives him the ability to hide while standing still, at which point he is visible only to detector units.



Elven Archer

Role: Long-ranged attack and ambush unit

Unit Description: The Woodland-based Silvan Elves have mastered the art of the bow. Their forest surroundings forced them to learn to walk without being seen, making them extremely effective soldiers. While the Archer is an advanced missile unit, a lower hit point rating offsets his skills. Once spotted by a detecting unit, he is easily dispatched, but his expert camouflage skills make him a formidable target.

Special Abilities: *Elven Cloak.* While not magical, *Elven Cloaks* allow the **Archers** to hide from unfriendly eyes wherever they travel. When cloaked, **Elven Archers** can only be seen by units with *Detection*.



Elven Lightbearer

Role: Support unit

Unit Description: Coming forward from their isolated refuges, the Elves carry with them the weight of many millennia, and many of them also bear the light of Eärendil. The dark shadows of Sauron cannot withstand such a pure and piercing light, for it originated at a time when the Great Powers had mastery over the First Enemy.

A welcome addition to your army, **Elven Lightbearers** provide support for your units with various spells. They are not battle-hardened, however, and will fall to the slightest of foes if not protected.

Special Abilities: *Protection, Light of Lothlórien, Dispel.* *Protection* provides a protective layer of magic around an ally that absorbs damage to that unit. *Light of Lothlórien* grants the **Lightbearer** the ability to sear the flesh of enemies over time within a designated area. *Dispel* enables the **Lightbearer** to nullify the negative effects on allies and the positive effects on enemies.



Beorning

Role: Support/Attack unit

Unit Description: Surviving for many generations in the Vales of Anduin, and descended from the great Beorn himself, these woodland Men have inherited the shape-shifting ability to change their physical form to that of a bear. Truly mighty with their bare hands, which become claws in their *Bear Form*, the Beornings are not to be taken lightly, as enemy units have discovered to their lasting regret.

Special Abilities: *Healing Herbs, Bear Form, Maul, Savage Blow.* *Healing Herbs* allows a **Beorning**, while in human form, to mend the wounds of nearby units. *Bear Form* acts best as a shield unit because it has both high hit points and armor class. *Maul*, active while in *Bear Form*, deals knock-back damage with every swipe of a claw. *Savage Blow*, also used when in *Bear Form*, enables the **Beorning** to knock back multiple units in front of him.



Huorn

Role: Anti-structure/Anti-melee units

Unit Description: Deep within the darkling woods of the Fangorn Forest, Treebeard, the eldest of the Ents, has at last called forth the fierce and ancient Huorns to aid the Free Peoples in their battle against Sauron's evil. Ancient Ents that have become almost like trees, the **Huorns** have the ability to crush and entangle makes them dangerous opponents—and Orcs are terrified of them.

Special Abilities: *Tree Form.* When *Tree Form* is activated, a **Huorn** “plants” itself in the ground, then surrounds itself with roots that can entangle enemy units and prevent their movement. In addition, while in this form, a **Huorn's** regeneration rate is substantially increased.



HEROES OF THE FREE PEOPLES OF MIDDLE-EARTH™

Heroes are special units that can be summoned from the *Stronghold*. Heroes require *Fate Points*, as well as *Food* and *Ore*, to be summoned.



Frodo Baggins

Role: Scout and Ring-bearer

Unit Description: *Frodo* is an early scout unit. His battle strength is relatively low compared to other Heroes in *War of the Ring*™, but on par with a second- or third-tier melee unit.

Special Abilities: *Heroic Aura*, *Mighty Sting*, *The One Ring*. *Heroic Aura* gives Heroes near *Frodo* a reduction in their recharge time. *Mighty Sting* enables *Frodo* to do extra damage against Orc units with *Sting*, his Elven short sword. *The One Ring* presents *Frodo* (and the player) with a challenge. The price of becoming invisible (only the *Lord of the Nazgûl* and the *Black Riders* can see him) is slowly but inexorably degenerating health. If the ability is not deactivated in time, *Frodo* will pass from the realm of flesh into the darkness.



Gimli, Son of Glóin

Role: Siege/Attack

Unit Description: *Gimli* is a powerful Dwarf warrior who is best used as a siege unit. His support abilities underscore this role, allowing a group accompanying him to lay siege to enemy camps and fight enemy units more effectively.

Special Abilities: *Capture*, *Sunder*, *Siege Aura*. *Capture* gives *Gimli* the ability to gain control of an enemy *Tower*. When he does this, enemy units garrisoned in the *Tower* are ejected and he can then use the *Tower* against the enemy. *Sunder* inspires the mighty warrior to slam the ground with his axe, which stuns all enemies nearby and makes them easier to kill. *Siege Aura* grants any unit near *Gimli* extra damage versus buildings or towers.



Legolas

Role: Powerful long-ranged attack/support of the Free Peoples

Unit Description: In a sense, *Legolas* is the ultimate long-range weapon, dealing out more ranged damage than any unit or Hero for the Free Peoples. Additionally, the Silvan prince sports some excellent troop-support abilities. He can protect units around him from ranged attacks and dramatically increase their rate of movement.

Special Abilities: *Trueshot*, *Guardian Wind*, *Elven Speed*. *Trueshot* gives *Legolas* the ability to cause knock-back damage that takes enemy units out of the battle temporarily. *Guardian Wind*, when invoked, gives the units around *Legolas* a temporary defensive bonus versus ranged attacks. *Elven Speed* dramatically increases the rate of movement and attack speed for *Legolas* and the units near him.



Aragorn

Role: Melee unit and tireless defender of the Free Peoples

Unit Description: Although he goes by many names in Middle-earth™, the son of Arathorn is known well by a precious few. Heir to Gondor's throne, wielder of the Sword that was Broken and later Remade, a skilled Ranger and healer, *Aragorn* has endured more hardships than can be recounted here and is regarded by many as the greatest Hero of the Third Age. He is much more than the mysterious "Strider" the Hobbits believe him to be upon first meeting.

Special Abilities: *Kingsfoil*, *Anduril's Fury*, *Immunity*. With *Kingsfoil*, *Aragorn* skillfully heals any serious wounds. *Anduril's Fury* grants a large attack bonus against all units, and wields even more damage versus *Heroes*, *Black Riders*, and *Wraiths*. *Immunity* grants him protection against blindness, stun, poison, and slowing spells.



Gandalf the Grey

Role: Powerful wizard of the Free Peoples, armed with both offensive and defensive abilities

Unit Description: The second most powerful member of his Order, *Gandalf*, who is greatly respected among the Elven lords, sat on the White Council. His power and influence was instrumental in the war against Sauron. Never keeping a single home, over the centuries *Gandalf* has traveled across the length and breadth of Middle-earth™. He takes a particular interest in the Shire and its inhabitants.

Special Abilities: *Flash*, *Rain of Fire*, *Flame Shield*, *Negate Ability*. *Gandalf* releases a blinding *Flash* from his staff, that temporarily stuns all enemy units within its radius. all enemy units within its radius. *Rain of Fire* deals damage to enemy units over a designated area and ignites enemy buildings. Placing *Flame Shield* on an allied unit reflects a definable amount of damage back at the attacking enemy unit. *Negate Ability* temporarily prevents enemies from using Special Abilities.



Goblin Spearman

Role: Inexpensive, quick-building basic attack unit

Unit Description: The *Goblin Spearman* is the fastest unmounted unit and the least costly unit in the game. Using primitive spears and natural quickness on the battlefield, *Spearmen* are most effective in large numbers.

Special Abilities: None.



Goblin Slavemaster

Role: The *Goblin Slavemaster* is a unique unit with a number of roles. His presence allows the player to increase the army's population. In addition, he places *War Posts* on the terrain, which corrupt the land and allow Sauron's minions to construct buildings on it and gain a small amount of power. Finally, the *Goblin Slavemaster* can bully evil troops in battle with his whip.

Unit Description: Fouler than the stench of Gorgoroth, *Goblin Slavemaster* subjugate the minions in Sauron's service. The activity they enjoy most, though, is despoiling new land for their Master. Their contamination of Middle-earth™ would go unchecked if not for the efforts of the Free People's forces.

Special Abilities: *War Post*, *Savage Influence*. *War Post* corrupts the land so that Sauron's minions may build on it. With a crack of the whip, the *Goblin Slavemaster* exerts his *Savage Influence* and orders those around him to run faster and fight harder...or else.



Orc Bowman

Role: A basic ranged unit for Mordor

Unit Description: Known to have better eyesight in the dark, *Orc Bowmen* serve mostly in the initial flanks of Mordor's armies. Not content to go for a clean kill, these *Bowmen* will often strike an opponent to maim him, and then allow their Orc brethren to come in for the final crushing blow. While not sophisticated like the *Elven Archers*, the *Bowman* can still deal moderate damage and

THE UNITS OF THE MINIONS OF SAURON



Goblin Worker

Role: Worker

Unit Description: Compelled to serve their Master through both fear and hatred, *Goblin Workers* make up the majority of Sauron's forces. Their misery is matched only by the toil always before them—building structures, repairing the damage, and gnashing their teeth. *Goblin Workers* are the backbone of any Evil base. They gather resources and return them to base, allowing them to be spent on your war machine. They also construct the buildings that make up your war camp, and repair them if they are damaged in battle.

Special Abilities/Upgrades: None

receives an upgrade for flame arrows, which increase his effectiveness against enemy buildings.

Special Abilities: *Flame Arrows*. When armed with *Flame Arrows* that ignite buildings, Orc Bowmen are particularly dangerous.



Orc Slasher

Role: The staple of Sauron's army, the **Orc Slasher** is decent fighter who can last longer than other Orcs in combat. Neither fancy nor swift, he gets the job done and can be thoroughly overwhelming in great numbers.

Unit Description: The Wise tell of how the first Great Enemy bred the twisted race of Orcs using dark methods of torture and cruelty. Ever after the enemy of all Free Peoples, the monstrous Orcs delight in killing and destruction.

Special Abilities: None



Warg Rider

Role: A Warg on its own can be a fearsome opponent, but ridden by a trained Orc, the **Warg Rider** unit is a solid opponent that specializes in swift, blistering hit-and-run attacks.

Unit Description: Unable to tame horses to be their beasts of burden, the Orcs of the Misty Mountains relied on the fell Wargs as their preferred mounts. Although far from being "domesticated," these Evil wolves are fierce and cunning allies. **Warg Riders** first appear in pursuit of Thorin and company, but the threat continues up to the Battle of Helm's Deep, when scouts bring back reports of wolf riders to the north.

Special Abilities: Immune to *Knockback*

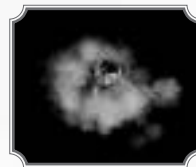


Giant Spider

Role: These large beasts may not fight with the most skill or last the longest in battle, but their stunning attack upgrades add a valuable support role for Sauron's forces.

Unit Description: Distant kin of the monstrous Shelob of Cirith Ungol, these **Giant Spiders** are horrific in every possible way. Their poison can paralyze and in some cases kill.

Special Abilities: *Paralyze*, *Spray Venom*. With *Paralyze*, a **Giant Spider's** attack disables its target's ability to move for a short period of time. *Spray Venom* enables a **Giant Spider** to stun all units in front of it. Note that using this ability robs the **Giant Spider** of the ability to *Paralyze* units in a normal attack until its venom has been replenished.



Wraith

Role: Detector unit

Unit Description: A being bound by darkness, the **Wraith** is able to detect hidden enemies. Its armor class is high because it is more about spirit than flesh, but it has very low hit points. As a detector, it gains a Line of Sight upgrade and has the ability to blind and slow enemies.

Special Abilities: *Detection*, *Darkness*. *Detection* provides the **Wraith** with the ability to detect hidden enemies. *Darkness* enshrouds enemies in shadow, causing them to move much more slowly.



Haradrim Slayer

Role: Through upgrades, this unit can hide itself even while attacking, as well as display a devastating ranged attack that poisons an enemy.

Unit Description: The fierce inhabitants of the far southern lands of Harad are known as the **Haradrim**. They once paid tribute to the first Númenoreans to arrive on their shores, but Sauron's influence changed that. Over many centuries, the **Haradrim**, spurred onward by Sauron's lies, threatened the southern borders of Gondor. Recognizable by their bright ornamental armor and colorful clothing, they are incredibly cruel.

Special Abilities: *Assassin's Cloak*, *Poison Dart*. *Assassin's Cloak* allows the Slayer to hide so that only detector units can see him. *Poison Dart* is a deadly range attack that causes damage to the victim over time.



Black Rider

Role: Very swift mounted unit

Unit Description: The veil between the living and the dead is thinnest where the servants of Evil ride, wretched creatures that belong to neither world. Sauron has sent his minions from Mordor in his quest to find the One Ring. In addition to being extremely fast, the **Black Riders** can detect **Frodo** when he uses the Ring. The **Lord of the Nazgûl** himself calls the Ringwraiths forth, adding (up to) eight additional fearsome mounted units to Sauron's forces.

Special Abilities: *Morgul-blade*. **Black Riders** attack with a special weapon called a *Morgul-blade* that poisons their targets.



Bonecleaver

Role: Melee unit

Unit Description: Trolls appear in several varieties in Middle-earth™, including Hill-trolls, Cave-trolls, and Stone-trolls. They are dull-witted, gigantic creatures, which may have been a kind of wildlife originally, although Treebeard suggested that they were developed as a mockery of the Ents. Sauron bred a ferocious and slightly more intelligent strain of Trolls, which he uses to ruinous effect because they can withstand daylight. The **Bonecleaver** is the largest and strongest melee unit for the Minions of Sauron.

Special Abilities: *Sweeping Axe*. *Sweeping Axe* allows the **Bonecleaver** to attack all enemy units in front of it, making an already fearsome beast a master of brutal melee combat.



Stonehurler

Role: Ranged unit

Unit Description: A ranged cousin to the **Bonecleaver**, the **Stonehurler** is a mighty beast that hurls massive boulders at its enemies. It can upgrade to using larger boulders that break and damage all units in the area of attack.

Special Abilities: *Unstoppable Force*. With this ability, **Stonehurlers** channel their strength into throwing larger boulders with greater force, which causes damage to units around the initial target.



Uruk-Hai

Role: Mobile ranged unit

Unit Description: The **Uruk-Hai** is a powerful and mobile ranged unit that can quickly unleash a barrage of arrows that cause *Knockback*, and then move swiftly to attack another location.

Special Abilities: None

HEROES OF MORDOR

Heroes are special units that can be summoned from the **Fortress**. Heroes require **Fate Points**, as well as **Food** and **Ore**, to be summoned.



Gollum

Role: Scout

Unit Description: *Gollum* starts as an efficient scout with the ability to sneak around almost invisibly. He upgrades to become an excellent scout, able to mark an enemy unit and sense its presence in the world.

Special Abilities: *Sneak*, *Gollum's Mark*, *Surprise Attack*. *Sneak* allows *Gollum* to travel while hidden, although his movement is slower when using this ability, and he can be spotted by detector units. *Gollum's Mark* produces an organic projectile by which *Gollum* is able to sense the target's location at great distances. *Surprise Attack* enables *Gollum* to do bonus damage to any target he attacks successfully while he is sneaking.



Grishnákh

Role: Anti-structure/Melee unit

Unit Description: A scheming Orc in the service of the Evil Tower, *Grishnákh* rallies his troops to destroy the forces of good forever.

Special Abilities: *Explosive Trap*, *Torch*, *Speed of the Wolf*. *Explosive Trap* lets *Grishnákh* hide a rudimentary explosive on the battlefield. The device causes a devastating explosion shortly after he lights the fuse. Only two charges can be placed at one time. (The player can activate the trap at will, but it will automatically explode if too much time elapses.) *Torch*: When *Grishnákh* tosses a burning *Torch* onto a building it ignites it instantly and causes fire damage. *Speed of the Wolf* gives *Grishnákh* an attack speed boost as well as movement speed.



Saleme

Role: Support/Ranged weapon unit

Unit Description: Far beyond the southern shores of Umbar, the name of *Saleme* the Huntress is whispered in fear. Her blades always find the jugular before the first cry for help can escape the victim's throat. She wields twin throwing knives and also knows a considerable amount of herb lore.

Special Abilities: *Poison Trap*, *Blood Mark*, *Serpent Blades*. *Poison Trap* allows *Saleme* to place a contraption on the ground that expels poison when triggered by a nearby enemy. *Blood Mark*: *Saleme* can mend a unit's wounds over time. As an alternative, she is able to bond *Blood Mark* to a *War Post*, which will mend all units within the aura for a short duration of time. *Saleme's Serpent Blades* ricochet and hit additional targets beyond the first.



Lord of the Nazgûl

Role: Melee unit

Unit Description: Acting as Sauron's General, the *Lord of the Nazgûl* is a fearsome warrior who has terrorized Middle-earth™ for thousands of years. His greatest power is the terror he rouses in all living things.

Special Abilities: *Bind Shadow*, *Shadow Walk*, *Aura of Weakness*, *Ringsight*. *Bind Shadow* turns a *Wraith* into a *Black Rider*, by binding its essence onto the *Rider*. A total of only eight *Black Riders* can be present at one time. *Shadow Walk* allows the *Lord of the Nazgûl* to travel instantly to a destination corrupted by a *War Post* and bring along any nearby *Black Riders* and *Wraiths*. *Aura of Weakness* reduces the armor class of enemy units in the presence of the *Lord of the Nazgûl*. *Ringsight* allows the *Lord of the Nazgûl* to detect *Frodo* when he is using the One Ring.



Saruman

Role: Powerful wizard (spell caster) of the Forces of Mordor

Unit Description: The first of the Wizards to walk Middle-earth™, **Saruman** possesses vast knowledge of Ring-lore. He is controlled by Sauron through the power of the Palantír. His powerful mind, coupled with his seductive voice enable him to control the minds of others and force them to his will. His armies of specially-bred **Uruk-Hai** number in the thousands.

Special Abilities: *Invisible Force*, *Prison of Ice*, *Pestilence*, *Twisting Influence*. *Invisible Force* enables **Saruman** to project a powerful magical blast in a targeted area that causes knock-back of all units in the area. *Prison of Ice* encases a single enemy in ice for a period of time, which takes that unit out of the battle as well as inflicting a moderate amount of damage. *Pestilence* grants **Saruman** the power to summon a disease that drains the health of enemies in the affected area, but does not kill anyone. *Twisting Influence* allows **Saruman** to bend the will of an enemy nonhero unit, forcing him to join **Sauron's** army.

APPENDIXES

KEYBOARD HOTKEYS

Unit Commands

- A** = Attack Move
- H** = Hold Ground
- T** = Patrol
- G** = Guard
- S** = Walk/Run toggle
- Q** = Health Bar toggle
- TAB** = Cycles through units that are currently selected in the Selection Panel
- ALT** = Walk/Run toggle
- CONTROL (CTRL)** = Makes the unit Force Move if it is held down while right-clicking. This is redundant unless the "always attack move" option is selected.
- SHIFT + RIGHT** = Rallies units to multiple points.
- CTRL + 1-9** = Makes a control group. Once this group is formed, tapping the key once will reselect all the units that are alive. Tapping twice will center the camera on the LEAD unit in that group. Shift + Double Clicking units adds them to the group.
- F5** = Selects 1st Hero Summoned (hitting twice centers on hero)
- F6** = Selects 2nd Hero Summoned (hitting twice centers on hero)
- F7** = Selects 3rd Hero Summoned (hitting twice centers on hero)
- F8** = Selects 4th Hero Summoned (hitting twice centers on hero)
- F9** = Selects 5th Hero Summoned (hitting twice centers on hero)
- F1** = Activates 1st Battle Gear
- F2** = Activates 2nd Battle Gear
- F3** = Activates 3rd Battle Gear
- F4** = Activates 4th Battle Gear
- SPACEBAR** = Moves the camera to the last player alert.

Game Controls:

- I** = Centers camera on and selects an idle worker
- Alt + T** = Pings the Mini map for "Attack Here"
- Alt + L** = Pings the Mini map for "Look Here"
- Alt + H** = Shows the player's Tech Tree
- Alt + R** = Run/Walk toggle
- Alt + X** = Unit Kill (pressing this twice will kill the unit)
- ESCAPE** = Brings down in-game Options screen
- PAUSE/BREAK** = Pauses the game
- CTRL + A** = Selects all units
- CTRL + C** = Selects all combat units
- CTRL + L** = Locks camera on currently selected unit
- PERIOD** = Cycles through player's buildings that have been built
- UP ARROW** = Moves camera Up
- DOWN ARROW** = Moves camera Down
- RIGHT ARROW** = Moves camera Right
- LEFT ARROW** = Moves camera Left
- CTRL + Q** = Quick save
- CTRL + W** = Load game
- INSERT (INS)** = Increases sound volume
- DELETE** = Decreases sound volume
- CTRL + M** = Turn Music On/Off
- HOME** = Music increase
- END** = Music decrease

Fate Powers:

- ~** = Access Fate Power screen

Good Side:

- Q** = Blind
- W** = Brambles
- E** = Heroic Legacy
- R** = Blessed Wind
- A** = Summon Giant Ent

Evil Side:

- Q** = Summon Bog
- W** = Murder of Crows
- E** = Vile Surge
- R** = Summon Obelisk
- A** = Summon Balrog

Worker Commands:

These are specific to the workers

Good Side:

- R** = Builds Stronghold
- M** = Builds Mill
- B** = Builds Barracks
- F** = Builds Foundry
- D** = Builds Dwarf Hall
- C** = Builds Camp
- T** = Builds Watchtower
- P** = Builds Ranger Post
- G** = Builds Forge
- W** = Builds Wilderness Outpost
- N** = Builds Nature's Haven
- E** = Builds Elven Sanctuary
- L** = Builds House of Lore

Evil Side:

- F** = Builds Fortress of Mordor
- E** = Builds Goblin Hovel
- S** = Builds Slaughterhouse
- O** = Builds Orc Mound
- M** = Builds Smelter
- B** = Builds Beast Lair
- T** = Builds Tower
- A** = Builds Dark Arsenal
- L** = Builds Shadows Lair
- P** = Builds Breeding Pit
- V** = Builds Black Vault
- D** = Builds Troll Den
- F1** = Makes a Slavemaster place a Warpost

LEFT CLICK = Cancels building placement

Building Commands

Alt X = Brings up the Idestroy this building! box, Hitting Alt X again confirms.

EVIL SIDE:

Goblin Hovel

- F1** = Summons Goblin Slave
- F2** = Summons Goblin Spearman
- F3** = Summons Slavemaster

Orc Mound

- F1** = Summons Orc Bowman
- F2** = Summons Orc Slasher
- F3** = Summons Uruk-Hai

Beast Lair

- F1** = Summons Warg Rider
- F2** = Summons Giant Spider

Shadows Lair

- F1** = Summons Wraith
- F2** = Summons Haradrim Slayer

Troll Den

- F1** = Summons Troll Stone Hurler
- F2** = Summons Troll Bonecleaver

Fortress of Mordor

- G** = Summons Gollum
- L** = Summons Lord of the Nazgûl
- S** = Summons Saleme
- R** = Summons Grishnákh
- M** = Summons Saruman

Dark Arsenal

Q = Curved Blades, Serrated Blades, Wicked Blades
 W = Iron Fittings, Forged Fittings, Steel Fittings
 E = Savage Influence
 R = Goblin Frenzy
 A = Raven Fletching
 S = Flame Arrows
 D = Poison Arrows

Black Vault

Q = Jagged Point, Hooked Point, Barbed Point
 W = Alloy Mail, Shadow Mail, Dark Mail
 E = Greater Perception
 R = Darkness
 A = Perpetual Darkness
 S = Poison Dart
 D = Assassin's Cloak
 F = Morgul Blade

Breeding Pit

Q = Fearsome Strength, Overwhelming Strength, Monstrous Strength
 W = Ritual Tattooing, Ritual Scarring, Ritual Branding
 E = Paralyze
 R = Spray Venom
 A = Target Practice
 S = Unstoppable Force
 D = Sweeping Axe

GOOD SIDE:

Barracks

F1 = Summons Gondor Swordsman
 F2 = Summons Rider of Rohan

Ranger Post

F1 = Summons Ranger

Nature's Haven

F1 = Summons Beorning
 F2 = Summons Huorn

Dwarf Hall

F1 = Summons Dwarf Axethrower
 F2 = Summons Dwarf Shieldbreaker

Elven Sanctuary

F1 = Summons Elven Archer
 F2 = Summons Lightbearer

Stronghold

F1 = Summons worker a)Human, b)Elf, c)Dwarf
 F = Summons Frodo
 G = Summons Gimli
 A = Summons Aragorn
 L = Summons Legolas
 D = Summons Gandalf

Forge

Q = Iron Blades, Steel Blades, Dwarf Forged Blades
 W = Iron Plating, Steel Plating, Dwarf Forged Plating
 E = Razor Edge
 R = Flaming Axe
 A = Shield Break
 S = Dwarf Engineering
 D = Lookout Tower

Wilderness Outpost

Q = Etched Blades, Mystic Blades, Runic Blades
 W = Improved Leather, Hard Leather, Studded Leather
 E = Camouflage
 R = Eagle Eye
 A = Elven Cloaks
 S = Eagle Fletching

House of Lore

Q = Strength of Nature, Strength of the Claw, Strength of the Wild
 W = Natures Protection, Natures Defense, Natures Shield
 E = Bear Form
 R = Savage Blow
 A = Dispel
 S = Light of Lothlórien
 D = Tree Form

U = Upgrades this building to its next state. This applies to four buildings: Fortress of Mordor, Stronghold, Camp, and the Watchtower.

Right Click = Will set a Rally Point if the building selected is capable of producing units.

ALT + X = Brings up destruction Interface for buildings. Hitting this button twice will destroy the building.

Backspace = Cancel units from being built in the queue, from last created to first created.

CHAT COMMANDS

ALT + ~ = Toggles the players default chat to Team or All players

ENTER = Starts chat dialogue to TEAM

SHIFT + ENTER = Starts chat dialogue to ALL players

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Music

Music Composer

Lennie Moore

Franchise Themes

Chance Thomas

Assistant to the Composer

Steve Cutlip

Music for Cinematics

Chance Thomas

Brad Spear

Lennie Moore

Music Team

John Coda

Alex Kharlamov

Scott Roewe

Chris Guardino

Musicians

Eric Rigler - Uilleann Pipes, Irish

Low Whistles, Pennywhistles

James McVay - Acoustic Guitars

Alex Iles - Tenor and Bass

Trombone

Phil Teele - Bass and Contrabass

Trombone

John Van Houten - Cimbasso,

Bass Trombone, and AFM

Contractor

Brigid Boden - Vocals

Alex Kharlamov - Additional

vocals

Elizabeth Basoff-Darskaia -

Whispers, giggles, and other

mischief

Recorded in Los Angeles at

David Schwartz Music

Audio Engineer

Jason Tregoe Newman

Musical Producer

Lennie Moore

Music Special Thanks

"Special thanks to Chance

Thomas, Virginia Ellsworth, David

Schwartz for the use of his beauti-

ful studio, and the American

Federation of Musicians Local 47

for providing us with some of the

best musicians in the world."

Cinematics Production

CGI Cinematic Supervisor

Jim Carey

CGI Development Team

"Sota FX, Montreal, Canada"

Cinematic Script Writer

John Mann

Cinematics Audio

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Cristian Johnson

Tom Keegan

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Rich Seitz

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Pearse Finegan

Localization Team Senior Project Manager

Pearse Finegan

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David Doheny

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Associate Graphic Designer

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Creative Manager

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Creative Director

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Michelle Garnier Winkler

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Marie Miagkoff
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Mark Aro

Music Director

Chance Thomas

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Note: Il peut y avoir quelques variations en fonction du pays!

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