

# the LORD OF THE RINGS™

+ THE FELLOWSHIP OF THE RING +



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



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# SYSTEM REQUIREMENTS

## Minimum Requirements:

600 Mhz Processor  
Windows 98/2k/me/xp  
64 MB RAM  
DirectX 8 Compliant Video Card  
(32Meg with single pass, multi-texturing and T&L)  
DirectX 8 Compliant Sound Card  
DirectX 8 or higher  
4X CD-ROM Drive  
Keyboard and mouse  
800 MB Hard Drive Space

## Recommended System:

750 Mhz Processor  
Windows 98/2k/me/xp  
64 MB RAM  
GeForce 2 or greater  
DirectX 8 Compliant Sound Card  
DirectX 8 or higher  
8x CD-ROM Drive  
Keyboard and Mouse  
800 MB Hard Drive Space

# INSTALLATION INSTRUCTIONS

1. Insert the first CD (labeled INSTALL) into your CD-ROM drive
2. If you do not already have Direct X 8.1 or higher on your machine, follow the on-screen prompts to install or update your Direct X. You will need to reboot your machine for Direct X to finish installing.
3. Follow the on-screen prompts to install the game to your hard drive.
4. After the installation is complete, insert the second CD into your drive.
5. From the menu, select "Play The Fellowship of the Ring" to begin your game.
6. The first time you run the game, a window will appear to set your graphics and sound settings. If you are satisfied with the default settings, click OK to run the game. Otherwise, select your desired resolution and audio settings, and click OK.

## DEFAULT KEYBOARD LAYOUT

Forward	W
Backward	S
Strafe Left	A
Strafe Right	D
Jump (Frodo), Kick (Aragorn)	Space
Sneak	Left Shift
Use	E
Fire 1	Mouse 1
Fire 2	Mouse 2
Ring	R
Block	Left Control
Kick	Space bar
Menu	Escape

## MAIN MENU



From the Main Menu you can start a new game, continue playing your last saved game, load a previously saved game, and adjust game options.

From the Options Menu, you can adjust game settings, such as turning the controller vibration off, calibrating your monitor video display, and adjusting the volume for music and sound.

## STORY

"ONE RING TO RULE THEM ALL, ONE RING TO FIND THEM,  
ONE RING TO BRING THEM ALL, AND IN THE DARKNESS BIND THEM."

In ancient days, the Elves created the magical Rings of Power. They gave these Rings to the rulers of the Elves, Dwarves, and Men that they might heal the hurts of the world. But the Dark Lord Sauron forged the One Ring to enslave the other Rings.

In a great battle, the Free Peoples of Middle-earth overthrew Lord Sauron, and he lost his Ring. But now the Lord of the Rings has returned to his Dark Tower in Mordor. And he needs only one thing to cover all the lands in a second darkness. He needs the One Ring.

## PLAYER CHARACTERS

The adventure of *The Fellowship of the Ring* is played from the perspective of three alternating Fellowship members. The journey begins in the Shire with Frodo Baggins. Along the way, the player's character alternates between Frodo, Aragorn and Gandalf.



FRODO



ARAGORN



GANDALF

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## VIEW CONTROLS

The default camera is an over-the-shoulder camera placed behind the player character. At times, the camera automatically provides the best view of the situation.

### MOVING THE CAMERA

The mouse is used to control the position of the default camera.

### THE FIRST-PERSON CAMERA

Sometimes it is easier to get a good look at your surroundings using the first-person camera. To activate and deactivate the first-person camera press the **F** key. Use mouse to turn Left/Right and look up and down.

## THE STATUS BAR

The Status Bar is displayed in the upper left corner of the screen. It is made up of the health bar, the secondary status bar and the sneak indicator.

### HEALTH BAR

The far left bar indicates the character's current health. When the bar is full, the player's character is at full health. As the character loses health, the bar depletes. When the bar is completely empty, the character dies and the game returns to the Main Menu.



### SECONDARY BAR

The far right bar has a different function for two of the three player characters.

#### Frodo – Purity Meter

The green and yellow bar indicates the amount of corruption Frodo has gained by using the One Ring. When the bar is completely yellow, Frodo remains untainted by the One Ring. When the corruption bar is completely green, Frodo is fully corrupt and will perish.

#### Gandalf – Spirit Bar

The blue upper bar indicates the amount of spirit available to Gandalf. Spell use requires spirit, with each spell requiring a different amount. See the Magic section (page 14) for more information on spirit.

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## STEALTH ICON

The icon in the upper left of the status area indicates the player's success at avoiding detection by the enemy. When an enemy is near and Frodo is successfully sneaking, the stealth indicator is white. If the icon turns yellow, a nearby enemy is alerted, but is not yet aware of Frodo's presence. When the icon is red, an enemy has detected Frodo.

## WEAPON AND INVENTORY DISPLAY

Press the **I** key and use the up/down arrows to select inventory.

# MOVEMENT

To move your character on the screen, turn left and right with the mouse, and use the **W A D S** keys to steer and strafe. You want the character to move.

### *Sneaking*

Frodo is nimble and adept at moving stealthily. When faced with dangerous enemies, he can use stealth capabilities to avoid detection. Press and hold **Shift** to walk or sneak.

### *Climbing Ladders*

To climb a ladder, simply approach it and press the **W** or **S** key.

### *Jumping*

Make Frodo jump by pressing the **Space Bar**. The distance jumped depends on Frodo's speed when he starts the jump. For longer jumps, take a running start.

### *Shimmy*

Shimmy by pressing the **A** or **D** key.  
Climb back up by pressing the **W** key.



# EXPLORING THE WORLD

## COLLECTIBLE ITEMS

Your character will find many helpful items during his journey: items that heal the character, replenish Galdalf's spirit, solve puzzles, or complete quests. Collectible items shimmer so you can identify them. Some items spawn when objects are broken or foes are defeated.

### *Picking Up Items*

To pick up an item, simply walk over it, and it will automatically be added to your weapon or inventory list. (You can then use your inventory to select that item.) If you pick up more than one of an item, it will appear in the inventory with a number in the corner indicating the number of uses available. Some items have unlimited uses and do not have a number next to them.

When an item is depleted, it is removed from the item slot.

To find out more about items in your inventory, go to the Inventory Menu.  
(See page 8.)

### *Quest Items*

Some items that you find in the world will be needed to complete quests. When you pick up such an item, the quest log updates. A message on the screen will inform you when a quest's status changes.

## THE ACTION BUTTON

The **E** key is a context-sensitive Action button. When you encounter an interactive object in the world, press the **E** key to trigger an appropriate action by your character. Examples of interactive objects are friendly characters, doors, switches, and objects that may be pushed and pulled.

### *Conversations*

To converse with a friendly character, approach him and press the **E** key. Dialog sequences are presented in a cinematic fashion. To advance the dialog one line, press the **Space Bar**. To skip a conversation entirely, press **Escape**.

### **Pushing and Pulling**

Frodo and Gandalf are able to push and pull large objects such as crates or boulders. To grab an item, press and hold the **E** key. Then use the **W** key to push the item or the **S** key to pull it.



### **Doors, Switches, and Levers**

There are a variety of doors throughout the game. To open a door, press the **E** key. Some doors are activated by a switch. To pull a switch, stand near the switch and press the **E** key.



### **Campsites**

Campsites provide an opportunity to recuperate by restoring health, purity, and spirit. Conversation with Fellowship members may also provide useful information. To speak with a Fellowship member at a campsite, approach the character and press the **E** key. To leave a campsite, move your character away from the camping area.



## **MELEE WEAPONS**

Each character uses a different selection of melee weapons. Frodo and Aragorn upgrade weapons at select points in the story.

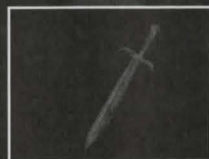
### **Frodo**



Walking Stick – a stout, finely carved wooden stick, perfect for walks in the countryside



Westernesse Dagger – A keen short blade crafted by the Men of Westernesse in ancient times

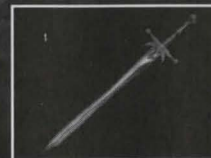


Sting – Forged by the smiths of Gondolin in the First Age, Sting glows blue in the presence of Orcs

### **Aragorn**



Long Sword – A sturdy blade common throughout Middle-earth



Andúril – Originally called Narsil, this blade was shattered during battle against Sauron; reforged by Elven smiths, it is renamed Andúril—Flame of the West

### **Gandalf**



Glamdring – Known as Foe Hammer, this sharp Elven long sword glows with pale light when enemies are near

## MELEE ATTACKS

### Basic Attack

Press the **L Mouse** button to use your basic attack. Your character will attack the closest enemy.

### Blocking

Press and hold **Left Control** to block. A successful block will reduce damage from enemy attacks. You must face an enemy attack to block it successfully.



### Special Attacks

Aragorn has a number of special attacks unique to his character.

#### Kick

When you are near an enemy, press the **Space Bar**. Aragorn will attack with a powerful kick.



### Thrust

When you are near an enemy, press the **L Mouse button**. Aragorn will deliver a powerful thrust with his sword.



## RANGED WEAPONS

Frodo has a limitless supply of rocks to throw. Rocks inflict a small amount of damage and are useful for distracting enemies.

Aragorn uses his bow in ranged combat.

Gandalf does not use a weapon for ranged combat. Instead, he switches to his arsenal of spells—offensive and defensive.



### Aiming and Firing

Press the **R Mouse** button to fire a ranged attack. Your character will attack the targeted enemy (if one is available) when a shot is fired.

Sometimes it is easier to aim using the first-person camera. Press the **F** key to enter first-person mode, and a targeting reticule will appear. Remember that you can strafe left and right by using the **A** and **D** keys. Moving the mouse in first-person mode positions the targeting reticule.



Damage caused by a ranged attack is based on the type of ammunition or spell used.

### Ammunition



#### Frodo

Rocks: Smooth round stones, perfect for throwing and for distracting the enemy



#### Aragorn

Wooden Arrow: Common hunting arrows found throughout Middle-earth

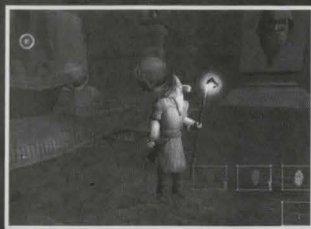


## FINISHING BLOWS

If an enemy has been knocked to the ground, you can finish him by standing over his body and pressing the **Space Bar**.

# MAGIC

Instead of a ranged weapon, Gandalf has a formidable array of offensive and defensive spells.



## USING SPELLS

Press the **I** key to bring up inventory, use **A** and **S** keys to select the spell, press **Enter** when the desired spell is selected. Press the **R Mouse** button to cast it.

## SPIRIT

The use of magic requires a great deal of physical and mental energy. With each use, Gandalf tires himself and reduces his ability to cast further spells.



Each spell drains a specific amount of spirit. When Gandalf's spirit meter is low, he may be unable to cast some spells until he replenishes his spirit. Using Miruvor restores some of Gandalf's spirit. Gandalf also recovers spirit at campsites.

## OFFENSIVE SPELLS



### Fiery Blast

When Gandalf casts a fiery blast, a fiery projectile is hurled from his hand toward a single target.



### Chain Lightning

Chain lightning blasts multiple enemies at once. Bolts of lightning streak forth from Gandalf's staff, striking all enemies within a limited area. The lightning jumps from target to target, inflicting the same amount of damage on each.



### Staff Strike

When Gandalf is hemmed in by enemies, the staff strike is especially valuable. A wave of force extends outward in an expanding ring, damaging all enemies (and breakable items) within range, knocking them off balance, and disrupting attacks and spell casting.

## DEFENSIVE SPELLS



### Heal

The wizard has the power to preserve his mortal shell. This spell restores some or all of Gandalf's lost health points.



### Attract

Gandalf's piercing gaze and commanding voice strike fear into the hearts of evil creatures. With a brief incantation, the power of Gandalf's will strikes a single foe, causing all enemies within a radius to turn and attack the target.

# AVOIDING DETECTION

Sometimes it is wiser to avoid detection by enemies than to charge headlong into battle.

## STEALTH

Frodo uses stealth to avoid being seen or heard by an enemy. Press and hold the **Left Shift**. The faster Frodo moves, the more noise he makes and the easier it is for an enemy to detect him.

When Frodo is wearing the One Ring, he is able to move across an enemy's line of sight without being detected.



# THE ONE RING

When Frodo uses the Ring, he enters a surreal shadow world. Here the power of Sauron and his minions is strong. When wearing the Ring, Frodo is hidden from the eyes of mortal foes, but steadily draws the attention of Sauron's Lidless Eye.

The power of the Ring is immense, but the cost of using it is high. With each use of the Ring, Frodo comes closer to corruption, dissipation and, ultimately, domination.



## USING THE RING

As Frodo, you may tempt fate and use the One Ring. To do so, press the **R** key. To take off the Ring, press the **R** key a second time.

### Purity

The purity meter on the Status bar tracks the effects of the Ring on Frodo. This bar shows how strongly his spirit remains untainted by the Ring's dark pull.

Each time the Ring is worn, Frodo is corrupted by it. Merely placing the Ring on his finger reduces Frodo's purity, and after a short time it begins to corrupt Frodo steadily.

At full corruption, Frodo falls fully under the influence of the Ring, and the game ends as Sauron's minions capture the Ringbearer.

Good deeds or simply being in the company of certain individuals may increase Frodo's purity level.

# MENUS

Cycle through a menu with the **A** and **S** keys. To make a selection, press **Enter**.

To exit a menu screen (to the previous level) or cancel a selection, press the **Escape** key.

## MAIN MENU

When the game begins, you will be able to start a new game, select options, continue where you left off, or load a saved game.

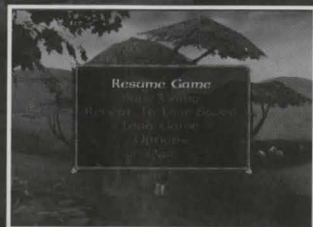


## PAUSE MENU

Press the **Escape** to pause the game. From the Pause Menu, you may select the following options:

### Resume Game

Exits from this menu.



### Save Game

You can save your game at any time by pressing the **Escape** and selecting **Save Game** from the Pause Menu. When you enter the Save Menu, a small image will appear of your current position in the game. The menu will default to save the game in an empty slot. To overwrite an existing saved game, use the up and down arrow keys to choose an image from an existing save and press **Enter** to select. The game will confirm your decision if you attempt to overwrite an existing save.



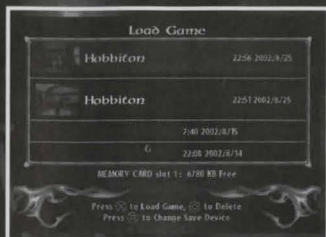
## Revert to Last Saved Game

This will automatically load your most recent saved game without having to access the Load Game Menu.

## Load Game

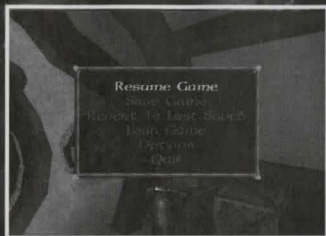
A list of saved games will appear, along with images and brief descriptions of the location where the game was saved. Use the **A** and **S** keys to select a saved game and press the **Enter** key. If you change your mind before you load a game, press the **Escape** key to exit.

Remember that loading a saved game will erase any progress you have made in the current game without saving.



## Game Options

From this menu, you can adjust settings for the game. Turn controller vibration on or off, adjust the volume of sound effects and music, or adjust the game image to fit your screen by selecting the appropriate option with the directional pad and pressing the **Escape** key.



## Quit

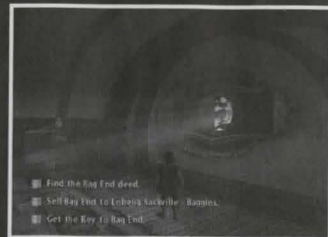
If you want to quit the game, select this option to return to the Start Menu. Remember that you will lose any progress since your last saved game if you decide to quit.

## Quest & Map Screen

Press **P** to enter the Quest & Map Screen.

### Quest Log

The Quest Log displays information about quests undertaken. Move up or down to scroll through quests added to the quest log.



### Map

A map of Middle-earth is displayed on the World Map screen. Regional information is displayed for areas the Fellowship visits within Middle-earth. Descriptions update as you visit each region, so be sure to check back as you progress through the game. Move the compass left and right to view descriptions of different regions.



NOTES



NOTES



# Like the game so far?

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All of our families and friends who supported us during production.

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