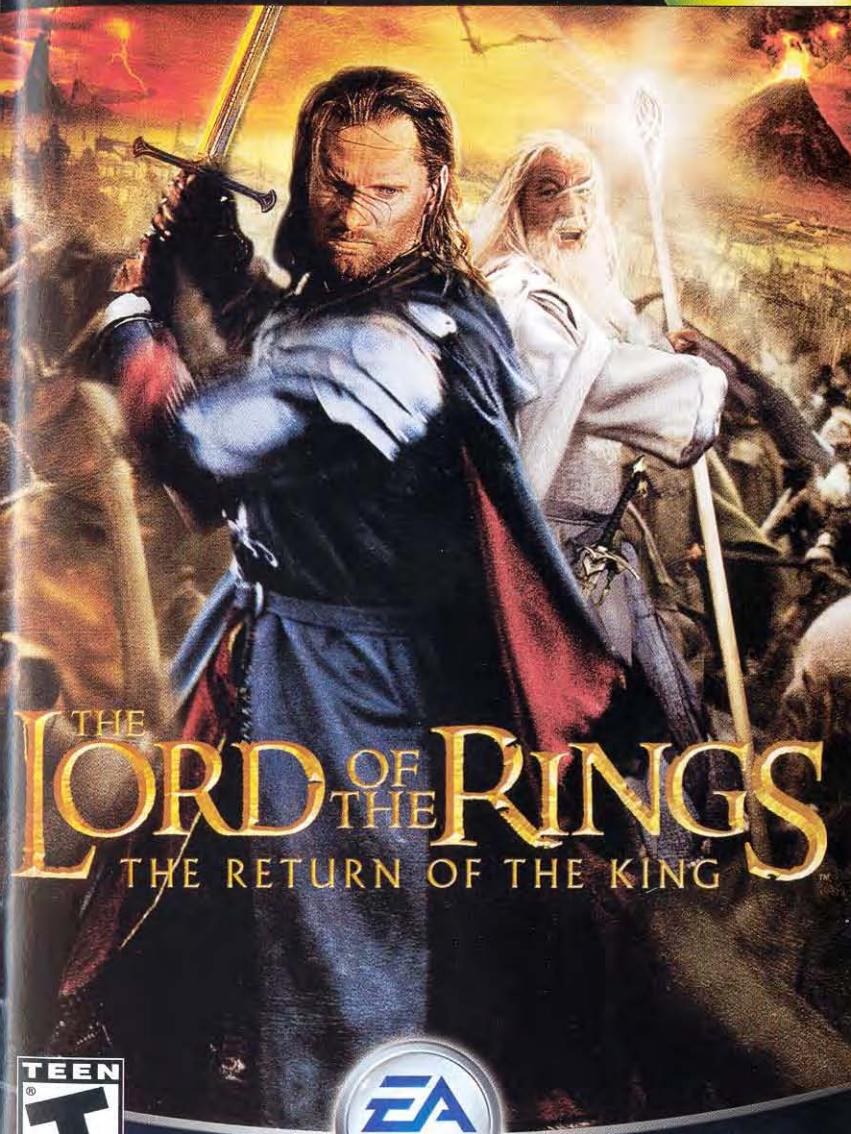


XBOX



THE LORD OF THE RINGS

THE RETURN OF THE KING



NEW LINE CINEMA
An AOL Time Warner Company

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

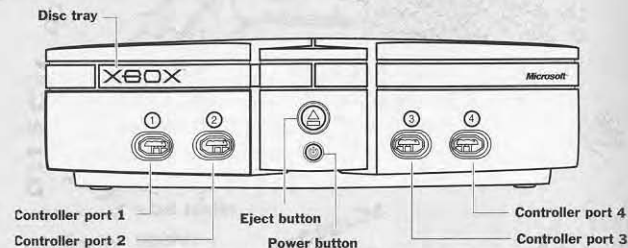
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

THE LORD OF THE RINGS THE RETURN OF THE KING

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USING THE XBOX VIDEO GAME SYSTEM



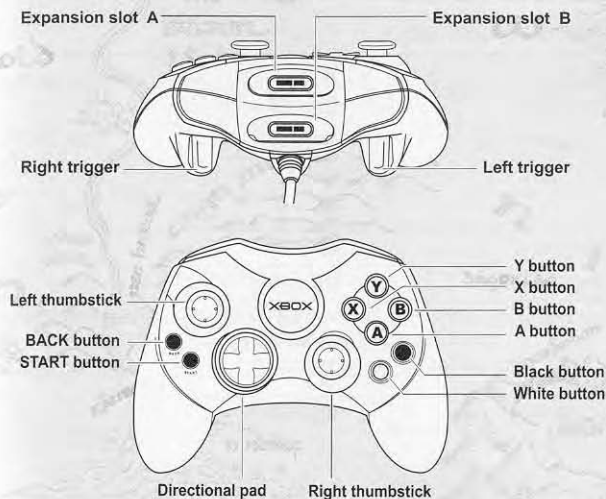
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *The Lord of the Rings™; The Return of the King™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *The Lord of the Rings™; The Return of the King™*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- ❖ Insert only Xbox-compatible discs into the disc drive.
- ❖ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ❖ Do not leave a disc in the Xbox console for extended periods when not in use.
- ❖ Do not move the Xbox console while the power is on and a disc is inserted.
- ❖ Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *The Lord of the Rings™; The Return of the King™*.

COMMAND REFERENCE

COMPLETE CONTROLS

GAMEPLAY CONTROLS

Move	L
Speed Attack	A or R ←
Fierce Attack	Y or R ↓
Physical Attack	B
Parry	X
Action Button	●
Killing Move	R (pull)
Range Attack	Pull L to activate the ranged attack, then press A to fire
Jump Back	○
Special Ability	L + R (pull)
Pause Game	▷

NOTE: The longer you pull **L** and hold **A**, the more power your ranged attack has.

MENU CONTROLS

Highlight menu items	⬆ ⬇ ⬆
Cycle choices/Move sliders	⬆ ←
Select/Go to next screen	A
Return to previous screen	B
Help	X
View level info (Level Selection screen only)	Y

ATTACKS

Use these basic attacks to defeat even the fiercest foes.

Speed Attack

Take a very quick swipe at your foe.

Fierce Attack

Strike with a solid blow that can shatter the stoutest shield.

Ranged Attack

Fire an arrow, throw an axe, or shoot with your staff by activating your ranged weapon.

Killing Move

Finish off a fallen enemy with this fatal blow.

Physical Attack

Attack an enemy with a punch, kick, or a push to the ground.

Parry

Defend yourself against enemy attacks and arrows with a well-timed parry.

Jump Back

Escape painful blows by jumping out of harm's way.

Action Button

Perform actions such as firing catapults, raising drawbridges, or picking up war pikes.

Special Ability

Activates the unique ability each character possesses.

COMBOS

Your character begins the game with two simple combination moves.

SPEED COMBO **A**, **A**, **A**

FIERCE COMBO **Y**, **Y**

- ❖ Many advanced moves can be purchased as upgrades.
- ❖ When some combos are successfully executed, the power of the attack harms all enemies in the immediate area, often knocking them down.

Orc Bane Successful Parry, then pull **R**.

Orc Hewer **A**, **A**, **Y**.

Ranger Fury **Y** (hold and release).

NOTE: These attacks must be purchased with experience points before they are available for use.

ORC BANE

A Linked Attack instantly kills an enemy, but must begin with a successful parry.

ORC HEWER

An effective combo for taking out unshielded foes.

RANGER FURY

Press and hold **Y**. This attack takes time, and your character remains in place while charging up the necessary power to pull it off. Once fully charged, let go of **Y** to unleash the attack.

INTRODUCTION

The Fellowship of the Ring formed to save Middle-earth from the treacherous power of The One Ring. From the Council of Elrond in Rivendell they set forth on their journey towards Mordor to destroy The One Ring in the fires of Mount Doom. Many challenges assailed the Fellowship, from Ringwraiths to legions of Orcs to the fearsome Balrog that took the great wizard Gandalf the Grey from their ranks. However, hope ultimately prevailed and the Fellowship kept true to its path.

That is, until the Fellowship split apart as they neared the dangers of Mordor. In the forests of Fangorn, Aragorn, Legolas, and Gimli met up once again with a reborn Gandalf the White and traveled to the lands of Rohan. There, a great battle occurred at Helm's Deep between men and the wizard Saruman's forces of evil. To the East, the hobbits Frodo and Sam searched for a way into Mordor with the destruction of The One Ring in the forefront of their minds.

As the hobbits draw closer to Mount Doom, Aragorn, Gimli, Legolas, and Gandalf travel by various roads to Gondor to aid the men of Middle-earth in preparing a desperate last stand against the unspeakable forces of evil. Against the gates of Minas Tirith, they expect Sauron to unleash thousands of troops to quickly snuff out the hopes of all free people. To withstand the unrelenting forces of Sauron, the members of the Fellowship know the destruction of The One Ring is the only thing that can save them. Will Gondor prevail? Will Frodo and Sam make it to the fires of Mount Doom? In this final chapter of *The Lord of the Rings*, the fate of Middle-earth is in your hands.

For more info about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

THE JOURNEY CONTINUES

Where will you go and what might you encounter along the way? Choose a character and set out upon your quest.

MAIN MENU

Enter into single or multiplayer battles from the Main menu.

NOTE: If no game has been saved, you must first successfully complete the Helm's Deep level to access the Main menu



SINGLE PLAYER

Defeat Sauron's minions in a series of single-player levels.

CO-OP

Team up with a friend to defend Middle-earth cooperatively.

OPTIONS

Adjust volume, subtitle, vibration, and difficulty settings.

CREDITS

View the game's credits.

To start a single-player game:

1. Select SINGLE PLAYER in the Main menu. The Single Player menu appears.
 2. Select NEW GAME in the Single Player menu. The Difficulty Select screen appears.
 3. Select a difficulty level — EASY, **NORMAL**, or HARD — and press **A**. The battle for Helm's Deep begins automatically.
- For more information on cooperative gameplay, ➤ *Multiplayer* on p. 13.

NOTE: Default settings in this manual appear in **bold** type.

LEVEL SELECTION

Chose your level and enter into the fray. There are three story paths you may choose. The center path (The Path of the King) in the Level Selection screen is for Aragorn, Legolas, and Gimli. The right-hand path (The Path of the Hobbits) is for Frodo and Sam. The left-hand path (The Path of the Wizard) is for Gandalf. The level you chose determines which characters you can play in order to complete the level.

- ❖ Once you have successfully completed the battle for Helm's Deep, the Level Selection screen appears.
- To select a level, highlight it and press **A**.
- ❖ Unlock new levels by winning the previous level.
- ❖ Once you complete the full game, you are able to replay a level as any of the characters.
- ❖ Many extras are also available from the Level Selection screen, including interviews and secret levels. The more you achieve in the game, the more you unlock.

CHARACTER SELECTION

There are three character paths. The path you choose determines which characters you may play in a given level.

- ❖ Once you have chosen a level, the Character Selection screen appears.
- To cycle through available characters, press **←** or **→**.
- To select a highlighted character, press **A**.

NOTE: Only characters that are highlighted can be selected.

- ❖ Hidden characters are unlocked as you advance through the game.

OPTIONS

Adjust sound, controller, and difficulty settings from the Options menu.

- To access the Options menu, select **OPTIONS** in the Main menu and press **A**.

MUSIC VOLUME Make the background music louder or softer.

VOICEOVER VOLUME Adjust the volume of the character's voices.

SUBTITLES Turn in-game subtitles **ON** or **OFF**.

VIBRATION Turn the controller vibration feature **ON** or **OFF**.

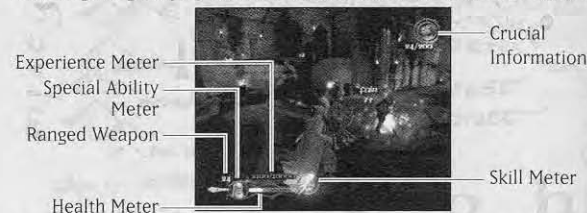
DIFFICULTY Select between **EASY**, **NORMAL**, or **HARD**.

PLAYING THE GAME

To defeat Sauron's evil forces, you must use all the cunning, courage, and talents at your disposal.

GAMEPLAY SCREEN

Mastering the gameplay screen is the first step towards saving Middle-earth.



Health Meter

As you take damage, your Health Meter depletes. When the bar is completely empty, you are defeated.

Experience Meter

Experience points are awarded each time you defeat an enemy. This allows you to gain levels and access more powerful skills.

Special Ability Meter

You can use your character's Special Ability by pulling **L** + **R**. The special ability will be active for a short period of time (the character icon will begin to white out). You will need to wait for the ability to recharge, when the character icon is in full color, before using it again.

Ranged Weapon

As you use your ranged weapon, this number will decrease until more ammunition is picked up.

Skill Meter

Earn higher ratings and experience points by stringing together successful hits. These experience points can be redeemed for upgrades. There are four ratings: Fair, Good, Excellent, and Perfect. If the Perfect rating is achieved, all your attacks cause additional damage for a brief period of time and the experience received for each kill is doubled.

Crucial Information

One or more gauges can appear in the upper right hand corner of the screen. These gauges can represent things like the paths you must take, tasks you must accomplish, or enemies you must slay.

- ❖ Parrying is a vital part of swordplay. It deflects incoming arrows, prevents damage if outnumbered, and when done successfully, allows you to perform instant killing moves.
- ❖ Jumping back from enemies can help you keep the health you already have.
- ❖ Walking over potions can restore lost health.
- ❖ After using the Special Ability, the meter will be grayed out until it is recharged. By default, the Special Ability meter is full until used.

PAUSE MENU

Even the fiercest warrior needs a break from battle.

- ✱ To pause the game mid-battle, press **○**.

Resume

Continue gameplay where you left off.

Mission Tips

Get tips and advice on completing the level.

Show Upgrades

See a list of your current upgrades.

Options

Access sound, controller vibration, and difficulty settings.

Exit to Menu

Quit the current level and return to the Level Selection screen.

COMPLETING YOUR TASK

Determine how well you completed your level's objectives.

SCORING RESULTS SCREEN

At the end of each level, this screen summarizes your accomplishments.



- ❖ Completing a level gains you experience points. These are redeemable for new skills and abilities.
- ✱ To accept your earned experience points and move on to the Upgrades screen, select **CONTINUE** and press **A**.
- ✱ To replay the last level, select **REPLAY** and press **A**.

NOTE: You can always replay a level later by selecting it from the Level Selection screen (➤ p. 8).

UPGRADES

Improve your skills by spending your acquired experience points.



- To scroll through the list of possible upgrades, press **↑**. The skills, and the experience points required to obtain them, are highlighted.
- To toggle between Fellowship upgrades and Character upgrades, highlight either by pressing **←**.
- ❖ Upgrades are purchased based on experience level. If a character wishes to purchase an upgrade, he must reach the experience level required by that upgrade in order to do so.
- ❖ Fellowship upgrades benefit all playable characters that have reached the experience level required by the upgrade. Character upgrades benefit only the character it was intended for.
- ❖ When a Fellowship upgrade is purchased, each member of the Fellowship must reach the indicated level before they can use it.
- To purchase an upgrade, highlight it and press **A**. A prompt appears asking if you wish to confirm your selection. Select YES and press **A**. The skill is upgraded.
- ❖ Be sure you have enough experience points to afford a desired skill.

COOPERATIVE MULTIPLAYER

Form your own Fellowship with a friend and defend Middle-earth.

To start a cooperative multiplayer game:

1. Select CO-OP in the Main menu. The Co-op menu appears.
 2. Select NEW GAME in the Co-op menu and press **A**. The Level Selection screen appears.
 3. Select a difficulty level—EASY, **NORMAL**, or HARD—and press **A**.
 4. Choose the level you wish to play and press **A**. The Character Selection screen appears.
 5. Select the character for player one, then select the character for player two. Gameplay begins.
- To toggle ON or OFF the 1P and 2P player indicators during cooperative gameplay, press **○**.
 - ❖ In cooperative gameplay, the game is over only when both characters have died or one character dies after all available respawns have been used up.

HEROES

Get to know the members of the Fellowship.

GANDALF

Gandalf knows that desperate plans are required as the specter of darkness grows over Middle-earth and Sauron's armies issue forth from Mordor to destroy the world of Men. The White Wizard liberates Rohan and the war is turned toward Minas Tirith, the last great stronghold of free people, where he intends to distract Sauron's gaze with a final, bold defense.

As an advisor of Men, Gandalf musters the defenses of Gondor to stand firm in the face of darkness. As a warrior on the battlefield, Gandalf conjures shockwaves with his staff to knock enemies aside and then with his sword, he slays them with ease. But victory cannot be won by force of arms alone, and Gandalf's plans are meant to buy time, knowing all hope rests in the success of Frodo's quest.

ARAGORN

As the last descendant of the Kings of Men, Aragorn is fated to claim the long-empty throne of Gondor, should he prove worthy of this task. But to fulfill his destiny, Aragorn must first pass through the Paths of the Dead and attempt to command horrible foes who once betrayed Gondor. Then he must return to Minas Tirith and fight Sauron's hoard in defense of this besieged city. And, should he survive this path, Aragorn must at last face The Dark Lord's servants before the very gates of Mordor.

As a Ranger and Elf friend, Aragorn's ability with the bow allows him to defeat opponents at long range. His true prowess, however, lies in close combat. Wielding a reforged Narsil, the legendary sword that defeated Sauron, Aragorn is a deadly combatant on the battlefield, easily defeating multiple foes.



LEGOLAS

Although the Fellowship that set forth from Rivendell has been divided, still the friendship that binds these comrades together holds true. In support of Aragorn, Legolas and Gimli fight beside each other through hardship and peril, despite their differences. Yet their greatest challenges are yet to come, as they enter this war alone and vastly outnumbered.

As a fighter, Legolas' skill with matched blades has won him the respect of his friends. But it is the bow of Legolas that will often turn the tide of battle, his deadly accuracy stopping foes in their tracks. Legolas risks his immortality in the cause of all free Men, and he will not permit Aragorn or Gimli to go on without him — to whatever end.

GIMLI

As sturdy in spirit as he is in stature, Gimli the Dwarf is a formidable warrior. His skill with his weapons and his unflappable spirit earn for him a strong and unlikely bond with Aragorn and Legolas. Despite the distrust between Elf and Dwarf, all three of these warriors share a deep admiration for each other, forged in the fires of combat.

Armed with axes and the sheer force of his will, Gimli can quickly defeat enemies nearly twice his size. His ferocity in combat is a perfect compliment to the swordplay of Aragorn and the bow skill of Legolas. Together these companions intend to become an unstoppable force, helping Gandalf turn the tide in their war against Sauron.



FRODO

In the final days of the War of the Ring, the fate of all Middle-earth rests in the hands of Frodo Baggins. Now upon the most difficult part of his long journey, Frodo and his trusted companion Sam at last approach the devastated land of Mordor, home of The Dark Lord Sauron. With every step taken toward that fell place, the burden upon Frodo grows heavier.

Relentlessly pursued by Ringwraiths mounted upon huge flying beasts, Frodo and Sam must trust Gollum, if they hope to find safe passage through the encircling Orc forces. While huge armies rage around them, these two small hobbits must never falter, for failure will bring about the ruin of the world.

SAM

Often the unlikely may become the great heroes, and Sam Gamgee is destined to become the greatest hero of all. Every step taken by a weary and worn Frodo brings these two hobbits closer to Mount Doom and the fulfillment of their quest. Sam is always at Frodo's side, his unswerving loyalty and conviction of heart giving them hope, despite the seeming impossibility of their task and the odds against their success.

Sam is a warrior created by necessity, determined, ferocious and deadly despite his small size. His quick thinking and ability to use stealth to his advantage must get him – and Frodo – out of some very tight spots. Yet Sam's greatest strength is his love for his friend and his commitment to see things through.



SAVING AND LOADING

Games can be saved at the end of each level.

NOTE: Never insert or remove a memory unit (MU) when loading or saving files.

To save a game:

1. Select CONTINUE from the Upgrades screen and press A. You are prompted to confirm if you wish to save your game.
 2. Select YES and press A.
 3. Select the location into which you would like to save your game and press A. A prompt appears asking if you are sure you want to save to this location.
 4. Select YES and press A. The game is saved.
- ❖ Pressing   changes the save location from hard disk to available MUs.

To load a single player game:

1. Select SINGLE PLAYER in the Main menu and press A. The Single Player menu appears.
 2. Select LOAD GAME in the Single Player menu and press A. The Load Game screen appears.
 3. Select which saved game you wish to continue by highlighting it and pressing A. The game is resumed.
- ❖ Pressing   changes the save location from hard disk to available MUs.

To load a cooperative multiplayer game:

1. Select CO-OP in the Main menu. The Co-Op menu appears.
2. Select LOAD GAME in the Single Player menu. The Load Game screen appears.
3. Select which saved game you wish to continue by highlighting it and pressing A. The game is resumed.