

***** ADDENDUM TO THE GAME MANUAL *****

The Lord of the Rings: War of the Ring (TM) (Version 1.0)

This Manual Addendum file is laid out in the following order:

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SYSTEM REQUIREMENTS

MINIMUM

- * Intel(R) Pentium III processor or AMD(R) Athlon(TM) processor
- * Processor Speed: 800 MHz
- * Windows(R) 98/2000/ME/XP
- * 256 MB RAM
- * DirectX(R) 9 or higher

- * 32 MB AGP(R) video card supporting Hardware Transform and Lighting capability using NVIDIA(R) GeForce(TM), ATI(R) Radeon(TM), or a more recent chipset with a DirectX(R) 9-compatible driver
- * DirectX(R) 9-compatible sound card and speakers or headphones
- * Up to 2 GB hard drive space
- * Minimum 56K modem for online play
- * Keyboard and mouse

RECOMMENDED

- * Intel(R) Pentium 4 processor or AMD(R) Athlon(TM) XP processor
- * Processor Speed: 2.5 GHz
- * Windows(R) XP
- * 512 MB RAM
- * 128 MB AGP(R) video card
- * High bandwidth Internet connection for online play

MANUAL ERRORS

- Page 5: The description for the multiplayer game type "Razing" incorrectly states that an opponent's War Posts must be destroyed to win. War Posts do not have to be destroyed.

- Page 6: In the Starting Resources description, the "NOTE" is meant to indicate that the locations of the resources are not affected. The amount of resources at each location WILL be affected, though.

- Page 9: In the Fate Powers description, it refers to Summon Powers, which are actually Fate Powers.

- Page 23: In the Special Locations, Place of Power section, the description mentions a decal around the Place of Power that represents its "control zone." This is not correct. In the game, the decal only indicates that the Place of Power is highlighted or selected.

- Page 25: In the Dwarf Shieldbreaker's description, the special ability of Shieldbreak incorrectly states that it permanently damages a target's armor. The effect is only temporary.

- Page 28: Frodo's Heroic Aura ability actually gives a bonus to all allied units near Frodo, not just to Heroes.

- Page 30: Gandalf's Flame Shield ability incorrectly states that an attacker's damage is reflected back on it. This is not the case. The Flame Shield actually damages any enemies who are within melee range of the unit that has the Flame Shield.

- Page 33: The Wraith has an additional ability that is not mentioned in the manual. This ability, Perpetual Darkness, functions like the Darkness ability, but also Blinds the enemies.

- Page 35: The Bonecleaver's Sweeping Axe ability damages all units around it, not just those in front of it.

- Page 39: The 'S' key is listed as a toggle between Walk and Run movement types. This is not technically correct. Alt+R is used to toggle between Walk and Run. 'S' is used as a Walk/Run modifier to an individual movement command, much like the 'A' key is used to Attack-Move.

- Page 43: Under the Forge section, "Dwarf Engineering" should read "Dwarf Masonry."

- Page 43: The functionality described for the Backspace key fails to mention that this can also be used to cancel upgrades that are in the queue.

- Page 43: Under Chat Commands, Alt+~ is not currently implemented.

- Page 43: Under Chat Commands, the ENTER key is incorrectly described as sending chat messages to the player's team. It actually sends messages to the default chat group (either Team or All).

- Page 43: Under Chat Commands, Shift+ENTER is not currently implemented.

CATAPULT MULTIPLAYER GAME MODE RULES

The Catapult works exactly like a Place of Power in terms of how you take control of it. However, when a Catapult game begins, no one can take control of the Catapult right away. The first timer (which appears in the upper right corner of the screen once a Catapult game begins) must reach zero before anyone can take control of the Catapult. Then, once someone takes control of the Catapult, a second timer will appear in the upper right corner of the screen. This timer represents how much time you must control the Catapult before you can fire it. Each time you fire the Catapult, this second timer will start over.

HOT KEY UPDATES

\ = Health Bar Toggle - Toggles display of health bars for all units in the game screen.

CTRL - If the default movement type is Force-Move, holding CTRL while right-clicking will make the unit(s) Attack-Move (attacking units en route to the destination). If the default movement type is Attack-Move, holding CTRL while right-clicking will make the unit(s) Force-Move (ignoring attacks en route to the destination).

Alt+R - This will toggle the default movement type for all units between Walk and Run.

With a Tower or Watchtower selected:

T = Ejects all units from a tower

With the House of Lore selected:

E = Purchase the Bear Form/Savage Blow abilities

R = Purchase the Tree Form ability

With the Forge selected:

A = Purchase the Dwarf Masonry upgrade

E = Purchase the Razor Edge/Flaming Axe upgrades

R = Purchase the Shieldbreak upgrade

S = Purchase the Lookout Tower upgrade

With the Black Vault selected:

A = Purchase the Poison Dart ability

D = Purchase the Morgul-blade upgrade

R = Purchase the Darkness/Perpetual Darkness abilities

S = Purchase the Assassin's Cloak upgrade

With the Breeding Pit selected:

E = Purchase the Paralyze/Spray Venom upgrades

R = Purchase the Sweeping Axe ability

With a Worker selected:

J = Builds Forge

O = Builds Wilderness Outpost

U = Builds Slaughterhouse

ACTION PANEL UPDATES

Depending on what you have selected, different commands will appear in the Action Panel.

When a unit is selected:

Force Attack - Forces units to attack a unit, building, or location

Hold Position - Orders units to stop and hold their current position

Guard - Orders units to guard a friendly unit, building, or location

Patrol - Define a path and order units to patrol it

Harvest - Orders units to harvest the selected resource

When a building is selected:

Set Rally Point - Set a rally point on the map. All units created from the building will automatically go to the rally point.

Demolish - Destroy the selected building.

When a Watchtower or Tower is selected:

Eject All - Eject all currently garrisoned units from the Watchtower or Tower.

CAMERA CONTROLS

By default, rotation of the camera is disabled. This can be turned on in the Options Menu. Keys 4 and 6 on the Num Pad will rotate the camera left and right. There is a limit of 60 degrees of rotation in either direction.

Keys 8 and 2 on the Num Pad will zoom the camera in and out. The mouse wheel can also be used for this purpose.

DAMAGE TYPES

Units will inflict different amounts of damage to enemies based on their damage types. There are four damage types:

- Cutting - Units with cutting weapons will do extra damage to units with piercing weapons
- Piercing - Units with piercing weapons will do extra damage to units with blunt weapons
- Blunt - Units with blunt weapons will do extra damage to units with cutting weapons
- Hero - Heroes' weapons will damage all units equally

To find out which units inflict which damage types, select the unit and look in the Selection Panel. There will be an icon that represents its damage type.

For your reference, here is a list of which units belong to which damage types:

GOOD SIDE

- Cutting - Gondor Swordsman, Ranger, Beorning (human and bear)
- Piercing - Dwarf Axethrower, Elven Archer, Elven Lightbearer
- Blunt - Rider of Rohan, Dwarf Shieldbreaker, Huorn
- Hero - Frodo, Gimli, Legolas, Aragorn, Gandalf

EVIL SIDE

Cutting - Orc Slasher, Haradrim Slayer, Troll Bonecleaver

Piercing - Goblin Spearman, Giant Spider, Wraith, Orc Bowman, Uruk-hai

Blunt - Slavemaster, Warg Rider, Troll Stonehurler

Hero - Gollum, Lord of the Nazgûl, Black Rider, Saleme, Grishnákh, Saruman

KNOWN ISSUES

If you are running the game on a system with a video adapter with 32MB of video memory and are seeing visual anomalies such as white objects (units and buildings) or white sections of the terrain, you may want to reduce the resolution of the game to 800x600 in the Options Menu.

If the game is running slowly, you may want to reduce the resolution to 800x600 and turn off the video options for Water Reflections, Water Ripples, Stencil Shadows, Grass, and Animated Cloth. Reducing the Effects Detail to Medium or Low may help as well.

If the opening movie is running slowly, go into the Options menu and set the option for Low-Quality Video.

There are known issues specific to SoundMAX Digital Audio onboard audio processors. If your game freezes, try turning the "Sound Acceleration" option down in your Control Panel Sound Properties under the advanced options of your audio device.

Windows XP Limited Mode is not supported. You must run under Administrator Mode.

If you have a dual monitor setup and are not able to run the game, you may need to disable dual monitor functionality or disable the spanned display.

If you are using a Logitech* mouse and the middle-mouse button scroll feature does not work in the game, get the Logitech MouseWare Advanced Settings program from www.logitech.com. Run the

program and make sure the "Enable game detection" checkbox is set, and the "Keep other button assignments" checkbox is not checked.

If you are running a virus scanner, and you are experiencing unexpected behavior from the game, try disabling the virus scanner. We have noticed virus scanners can cause issues with the game, especially with multiplayer games.

If you are running a messenger program such as Trillian, and you are experiencing problems playing the game or getting desyncs in multiplayer, disable the program before running the game. Cerulean Studios, the maker of Trillian, is aware of this problem and is actively working towards a solution.

If you experience graphical problems such as missing textures, please make sure your video drivers have been updated to the the most current version.

If you are getting popup advertisements from the Windows(R) Messenger program and are having issues with the game as a result, try turning off Messenger.

NETWORK TROUBLESHOOTING

The Multiplayer password is case-sensitive. If you are being rejected from a game that requires a password, ensure that each character of the password you are entering is of the proper case.

Some programs will conflict with War of the Ring and throw multiplayer games out of synch. We recommend exiting all other programs before running the game.

To play the game from behind a firewall the following ports must be open:

- 7175 (required)
- 6500 (required to host a game)
- 13139 (required to host a game)

- 3783 (optional) - This is for voice chat
- 6515 (optional) - This is for DPlay UDP
- 6667 (optional) - This is used for IRC
- 27900 (optional) - This is for the Master Server UDP heartbeat
- 28900 (optional) - This is for Master Server List Request
- 29900 (optional) - This is for the GP Connection Manager
- 29901 (optional) - This is for the GP Search Manager

To play the game from behind a router, the above ports need to be forwarded to the computer to play on. Refer to your router manufacturer on how to forward ports.

You may experience problems with 56K modems when the team color is assigned in 6 to 8 player games. If multiple players are assigned the same color and it cannot be changed (each player must have a unique color to begin the game) all players must exit the staging room to the game lobby and retry. If you are hosting a game and find that you are unable to launch even though all players appear ready, all players must exit the staging room to the game lobby and retry.

REGISTRATION

To register your product, cut and paste the following link into your browser:

<https://reg.sierra.com/prodreg.php?sku=72079>

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