

THE
LORD OF THE RINGS™

THE BATTLE FOR
MIDDLE-EARTH™
EXPANSION PACK

THE RISE OF THE WITCH-KING™



NEW LINE CINEMA
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Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- ⊗ Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- ⊗ Preferably play the game on a small screen.
- ⊗ Avoid playing if you are tired or have not had much sleep.
- ⊗ Make sure that the room in which you are playing is well lit.
- ⊗ Rest for at least 10 to 15 minutes per hour while playing a video game.

SYSTEM REQUIREMENTS

It is essential that your PC meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports those requirements and that your video/sound card drivers are up-to-date (see *Troubleshooting* on p.24).

Note: Video card chipsets in laptop systems may work with this game but *are not supported by Electronic Arts*.

INSTALLING THE GAME

Note: If you'd like a step-by-step guide to purchasing an EA Link title, access www.ea.com/ealink and click LEARN MORE ABOUT DOWNLOADING GAMES FROM EA.

1. Install EA Link. EA Link is available for free from www.ea.com/ealink.
2. After you have created an EA account, launch EA Link and log in using your EA account name. Your purchased games are displayed in the My Stuff section after you log in.
3. Select your game and click the Download button to begin downloading and installing the game.

Note: You may need to retain your installer disc from your original base game in order to play some EA Downloader titles.

Note: You can download a game before it is even released. A progress bar shows you the estimated download time. For the fastest possible download, close other programs that use bandwidth. You can install the game on its release day to begin playing.

4. Once the download is complete, close all open programs including virus scanners (see Troubleshooting on p. 24). A system tray reminder will indicate when the game is ready for installation. Click the Install button to launch the game's installer.
5. Follow the on-screen instructions to complete the installation.

Note: If you uninstall and reinstall *The Lord of the Rings™*, *The Battle for Middle-earth™* II after *The Lord of the Rings™*, *The Battle for Middle-earth™* II, *The Rise of the Witch-king™* is installed, you will need to reinstall *The Lord of the Rings*, *The Battle for Middle-earth II*, *The Rise of the Witch-king* in order for it to work correctly.

Note: If you've already purchased a title and would like to install it on another PC, first download and install EA Link on the other PC. After installing EA Link, launch the application and log in with your EA account. The titles you have purchased are listed in the My Stuff section. Select the appropriate title and click the Download button to begin downloading and installing the game.

UNINSTALLING

If you are having problems or the game did not install correctly the first time, we recommend uninstalling and re-installing the game. To uninstall the game, click the **Start** button from the Windows Taskbar, select **Programs** (or **All Programs**), select the appropriate EA folder, locate the game and click its **Uninstall** option to remove it.

STARTING THE GAME

To start the game:

1. Ensure you have closed all open programs and background tasks, including chat clients and virus scanners (see Troubleshooting on p. 24).
2. Left-click the Start button from the Windows Taskbar and select All Programs (or Programs), select the appropriate EA folder, locate the game's parent folder and click on the game name to start.

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COMPLETE CONTROLS

To master combat in Middle-earth, you must first master these controls.

SELECTION AND CONTROL COMMANDS

ACTION	KEYBOARD/MOUSE
Select a unit	Left-click
Add a unit to selection	SHIFT + left-click a new unit
Select a group of units	Left-click and drag box around desired units
Select all on-screen units of a type	E or double-click
Select all units on the map that match current selection	Click unit and double-tap E
Select all combat units on the map	Tap Q once
Define selected units as a group	CTRL + NumPad Keys
Select numbered group	NumPad Keys
Select and jump to numbered group	Double-tap NumPad Key
Jump to last Mini-map event	SPACEBAR
Scroll the screen	Arrow Keys or move the mouse to the edge of the screen
Rapid scroll	Right-click and drag mouse
Rally point for structure	Left-click structure and right-click destination on battlefield
All new units rally to same destination	Left-click structure, then SHIFT + right-click destination on battlefield
Lasso units	Hold left mouse button + CTRL and drag cursor around units
Select all heroes	O
Jump to primary Fortress	H
Select nearest Builder	B
Set aggressive stance/battle stance/hold ground stance	Selects units and press D/F/G
Demolish building	DEL
Toggle planning mode	Z
Formation preview	Select units and hold both mouse buttons

UNIT MODES

ACTION	KEYBOARD/MOUSE
Attack-move mode	Tap A and right-click location
Stop selected units	S
Set waypoints for units	ALT + right-click for each waypoint
Select unit stance	Select units and left-click Stance icon in Palantir

SCREENS AND POP-UPS

ACTION	KEYBOARD/MOUSE
Toggle Palantir and Mini-Map	F9
Open Pause menu	ESC
Capture screenshot	F12
Toggle Powers menu	~
Toggle Objectives menu	TAB

CAMERAS

ACTION	KEYBOARD/MOUSE
Set bookmark for camera	CTRL + F1–F8
Jump to camera bookmark	F1–F8
Jump to Hero	Double-click hero portrait at bottom of screen
Rotate camera left/right	NumPad 4/6 or hold and drag the middle mouse wheel left/right
Zoom camera	NumPad 8/2 or hold and drag the middle mouse wheel up/down
Reset camera to default position	NumPad 5 or double-click middle mouse wheel

MULTIPLAYER

ACTION	KEYBOARD/MOUSE
Chat with everyone	Press ENTER , type your message and press ENTER again
Chat with allies	BACKSPACE
Place beacon	CTRL + B then left-click to place beacon
Toggle Multiplayer Status and Tribute menu	TAB

WHAT'S NEW

In *The Lord of the Rings, The Battle for Middle-earth II, The Rise of the Witch-king* you'll find that just about every major feature has been updated or improved.

New Single Player Campaign

Explore a new period of Middle-earth history in an all-new single player campaign that tells the story of The Witch-king's rise to power and Angmar's invasion of the great Kingdom of Arnor.

New Faction: Angmar

Powerful new units, from the vicious Snow Trolls to the mysterious Sorcerer, are at your disposal.

New Units for All Six Factions

Innovative new units bring a higher level of strategy to the battlefield.

Build a Better Hero

The updated Create a Hero tool adds a new hero class and the innovative variable cost system.

An Expanded

War of the Ring Mode

A wealth of upgrades increases the game's strategic depth and your tactical options on the battlefield.

NEW SINGLE PLAYER CAMPAIGN: THE RISE OF THE WITCH-KING

The dark and frozen lands that lie north of the Misty Mountains – a place known as Angmar – have long been cold and forbidding. After The Dark Lord Sauron's defeat in The Battle of the Last Alliance, it was to here that The Witch-king, his most powerful servant and Lord of the Nazgul, fled. The Witch-king was diminished, but not deterred. He lay in wait for hundreds of years, watchful for an opportunity to strike.

The time has come, once again, for The Witch-king. He must amass an enormous army of monsters, Dark Númenoreans and spell casters, defend his stronghold from enemy attacks and dominate the northern reaches of Middle-earth. If he can do this, he can pave the way for Sauron's return.

In the battle for Middle-earth, all eyes turn, once more, to the North.

- ❖ To begin the new single-player campaign, click SOLO PLAY in the main menu, then select ANGMAR CAMPAIGN.

Note: For extensive information on gameplay, factions, units and more, please consult *The Lord of the Rings, The Battle for Middle-earth II* manual.

CREATE-A-HERO UPDATES

Build your hero from the ground up with a variety of new features that offer tactical advantages on the battlefield.

NEW TROLL CLASS



Wreak havoc on the battlefield with the all-new Troll class. Select one of three Troll subtypes and outfit your monstrous hero with a variety of armour and weapon types.

VARIABLE HERO COST

With the new variable hero cost, you can customise not only the look and abilities of your hero, but the cost to build him as well. A hero fully stocked with powers will be pricier to build via your Fortress than a hero that is only minimally loaded.

To create a hero with the new variable cost feature:

1. Click MY HEROES in the main menu.
2. Click CREATE HERO in the My Heroes screen. The Hero Class screen appears.
3. Select a hero class (WIZARD, TROLL, etc) then select an appropriate sub-class (WANDERER, SAGE, etc) and click NEXT. The Customize Appearance screen appears.
4. Give your hero a name, customise his or her armour, clothing and weapon by clicking the arrows next to the appropriate options, then click NEXT.
 - ☛ To select a random configuration, click RANDOMIZE.
 - ☛ To adjust the colour of your hero's clothing, slide the box through the colour palette at the bottom of the screen.
5. Customise your hero's attributes. You are given a number of Attribute Points which you can spend on improving your character's armour, power, stamina and vision. To spend attribute points, click the arrows next to your desired attribute. Alternately, you can click RECOMMEND to accept the recommended configuration for your character. When you are finished, click NEXT. The Customize Hero Powers screen appears.
6. In the Customize Hero Powers screen, hover your cursor over the icon of each hero power to open a tooltip. The cost of that power is listed at the bottom. The total cost of your hero is an accumulation of the price of each power. Select the powers you wish your hero to possess. To decrease the overall cost of a hero, choose not to equip a power in one of your hero's available slots. To do so, click the blue circular No Power icon next to it. When you have finished, click DONE. Your hero is created.

Note: Customising which powers – and how many – your hero has allows for a wealth of strategic options both on the battlefield and in the realm of resource management. Experiment with a variety of heroes with different abilities and price points to find what works best for you.

NEW UNITS, STRUCTURES, POWERS AND UPGRADES

The Lord of the Rings, The Battle for Middle-earth II, The Rise of the Witch-king offers new units for every faction as well as a brand-new faction: Angmar. Below is more information on the pawns of battle at your disposal.

MEN OF THE WEST

NEW UNITS OF THE WEST

ICON	NAME	DESCRIPTION
	Rohan Spearman Shortcut: P	You can build these stout pikemen of Rohan in the Barracks.
	Knights of Dol Amroth Shortcut: D	The skilled and loyal Knights of Dol Amroth are a fearsome foe to behold on the battlefield. You can only train the Knights of Dol Amroth at a Level 3 Stable.

ELVES

NEW ELVEN UNITS

ICON	NAME	DESCRIPTION
	Lindon Horse Archers Shortcut: R	The nimble Lindon Horse Archer can pick off an enemy at a distance astride a horse. You can only train the Lindon Horse Archers at a Level 2 Green Pasture.
	Noldor Warriors Shortcut: N	The sight of the elite Noldor Warrior strikes fear into the very hearts of his enemies. You can only train the Noldor Warriors at a Level 3 Barracks.

DWARVES

NEW DWARVEN HERO

ICON	NAME	DESCRIPTION
	Prince Bergen Captain of Dale Shortcut: P	This bold military captain can use the bow and sword with equal skill.

NEW DWARVEN UNIT

ICON	NAME	DESCRIPTION
	Dwarven Zealots Shortcut: D	The mighty Dwarven Zealot is immune to fear. In formation, they can increase both their attack damage and speed. You can only train the Dwarven Zealots at a Level 3 Hall of Warriors.

ISENGARD

NEW AND REVISED UNITS OF ISENGARD

ICON	NAME	DESCRIPTION
	Uruk Deathbringers Shortcut: T	These mighty fighters wield two-handed swords. In a formation, they can charge the enemy with deadly effect. You can only train Uruk Deathbringers at a Level 3 Uruk Pit.
	Wildmen Axethrowers Shortcut: T	These fierce warriors hurl razor sharp axes at their opponents with deadly precision.
	Warg Pack Shortcut: P	The thunderous approach of a pack of Wargs is a terrifying sound to your enemies.

NEW AND REVISED BUILDINGS OF ISENGARD

ICON	NAME	DESCRIPTION
	Siege Works Shortcut: G	This efficient factory manufactures Battering Rams, Explosive Mines and Ballistae. You can only build a Ballista at a Level 2 Siege Works. You can only build Explosive Mines at a Level 3 Siege Works
	Clan Steading Shortcut: N	From this structure come the Wild Men of Dunland and the Wildmen Axethrowers.

MORDOR

NEW HEROES OF MORDOR

ICON	NAME	DESCRIPTION
	Gothmog Shortcut: G	Gothmog serves The Witch-king as the Lieutenant of Minas Morgul.
	The Black Riders Shortcut: K	These fearsome minions of Sauron terrorise enemies on horseback. You can only train The Black Riders at a Level 3 Great Siege Works. You can only have one Black Rider in play at any given time.

NEW AND REVISED UNITS OF MORDOR

ICON	NAME	DESCRIPTION
	Haradrim Lancers Shortcut: L	From the back of a horse, the Haradrim Lancers swoop upon unsuspecting enemies.
	Black Orc Shortcut: K	This bloodthirsty breed of Orc is the most elite infantry warrior of Mordor.

NEW AND REVISED BUILDINGS OF MORDOR

ICON	NAME	DESCRIPTION
	Haradrim Palace Shortcut: D	The Haradrim, the Corsairs of Umbar and the Easterlings train at the Haradrim Palace. You can train the Corsairs of Umbar and Haradrim Lancers at a Level 2 Haradrim Palace. You can train Haradrim Archers and build fire arrows at a Level 3 Haradrim Palace.
	Great Siege Works Shortcut: G	The most powerful machines of war come from the Great Siege Works of Mordor. This structure manufactures armour upgrades, the Battering Ram and the Catapult. You can only build armour upgrades and recruit The Black Riders at the Great Siege Works. You can build Catapults and weapon upgrades at a Level 2 Great Siege Works. You can only build armour upgrades at a Level 3 Great Siege Works.
	Orc Pit Shortcut: C	From these wretched creases come Orc Warriors and Orc Archers, along with the Banner Carrier upgrade. You can only train Black Orcs at a Level 2 Orc Pit. You can only research the Banner Carrier at a Level 3 Orc Pit.

GOBLINS

NEW GOBLIN HERO

ICON	NAME	DESCRIPTION
	Azog Shortcut: M	This hero of the Goblins can steal resources from buildings. With his Great Battle Rage and Crack the Whip abilities he can increase his attack speed and damage.

NEW GOBLIN UNITS

ICON	NAME	DESCRIPTION
	Half-Troll Swordsman Shortcut: D	These vile creatures wield swords instead of the pikes of their counterparts, the Half-Troll Marauders. You can only train Half-Troll Swordsmen at a Level 2 Fissure.
	Fire Drake Brood Shortcut: R	These flightless, fire-breathing dragons are deadly when banded together. You can only have two Fire Drake Broods in play at any given time. You can only train the Fire Drake Broods at a Level 3 Fissure.

UPDATED GOBLIN BUILDING

ICON	NAME	DESCRIPTION
	Fissure Shortcut: R	Recruit Half-Troll Swordsmen and Marauders, Cave Trolls, Mountain Giants and the Fire Drake Broods from the Fissure. You can only train Cave Trolls and Half-Troll Swordsmen at a Level 2 Fissure. You can only train Mountain Giants and Fire Drake Brood at a Level 3 Fissure.

NEW FACTION: ANGMAR

The dark nation of Angmar, located in the far north of Middle-earth, is a frozen wasteland where only the hardiest can survive. Its inhabitants include a nasty breed of Snow Trolls, monstrous Dire Wolves and a shadowy band of Men known only as the Black Númenoreans. These dark, frozen lands to the north can provide a wealth of resources for you to get started on your quest to control Middle-earth and return The Witch-king to his former glory.

THE HEROES OF ANGMAR

ICON	NAME	DESCRIPTION
	The Witch-king of Angmar Shortcut: W	The Witch-king strides onto the battlefield in full regalia, wielding his Morgul Blade and a mighty iron sceptre signifying his rule of Angmar.
	Rogash Shortcut: G	A Troll of exceptional cunning and cruelty, Rogash destroys The Witch-king's enemies with unparalleled might.
	Morgomir Shortcut: M	One of The Nine and Lieutenant of Carn Dûm, this Black Rider is The Witch-king's right hand and rules over the corrupted Men of Angmar with an iron fist.
	Karsh Shortcut: K	Once a celebrated Captain of Arnor, Karsh is now a Wraith whose victims hear only the slightest whisper before they join him in his fate.
	Hwaldar ("The Brigand") Shortcut: L	Hwaldar is a Rhudaur hillchief secretly in league with The Witch-king.

UNITS, STRUCTURES, POWERS AND UPGRADES OF ANGMAR

UNITS OF ANGMAR

ICON	NAME	DESCRIPTION
	Thrall Master Shortcut: M	A Black Númenorean emissary, the Thrall Master can summon and command a horde of Orcs or Hillman thralls in the service of The Witch-king.
	Black Númenorean Shortcut: K	These corrupted men are clad in splinted armour, wear fearsome iron masks and wield giant two-handed swords.
	Dark Rangers Shortcut: R	The Dark Rangers of Angmar wear the iron masks of the Black Númenoreans and wield deadly longbows.
	Dire Wolves Shortcut: D	These abnormally large members of the species are both fast and fearsome.
	Snow Trolls Shortcut: W	Snow Trolls are native to the frozen northern wastelands taken over by Angmar. They are not as big as their southern relatives, but they are faster and smarter.
	Hill Trolls Shortcut: L	Hill Trolls wield long hammers which they use to unhorse and bludgeon enemy riders.
	Troll Stone Thrower Shortcut: S	Although simpler to construct than a Trebuchet, this siege engine has a similar range and power thanks to the awesome might of its Troll crew.
	Sorcerer Shortcut: R	The Sorcerer's primary attack is to cast powerful spells. He travels with a band of eight Acolytes. When he casts a spell, it consumes the souls of one or more of the Acolytes. Acolytes regenerate over time.

SUMMONED UNITS OF ANGMAR

Note: Mountain Giants and Barrow-wights can be summoned via spells. The remaining units must be summoned by the Thrall Master.

ICON	NAME	DESCRIPTION
	Rhudaur Spearmen Shortcut: P	These wild men of the north wield spears to take down enemy cavalry.
	Rhudaur Axethrowers Shortcut: T	Brothers to the Rhudaur Spearmen, the Axethrowers hurl large throwing axes to inflict damage on their enemies.
	Gundabad Warriors Shortcut: R	These warriors are the backbone of The Witch-king's army.
	Wolf Riders Shortcut: W	These Gundabad Orcs ride wolves instead of Wargs.
	Mountain Giants Shortcut: N/A	Summon a pair of fierce Mountain Giants to do Angmar's bidding.
	Barrow-wights Shortcut: N/A	Barrow-wights can be summoned to creep up on enemy units.

STRUCTURES OF ANGMAR

ICON	NAME	DESCRIPTION
	Mill Shortcut: M	The Mill generates a continuous amount of resources which you can spend to expand your army and base. Your Command Point limit increases by 50 with each Mill.
	Hall of King's Men Shortcut: K	The building from which Thrall Masters, Black Númenorians and Dark Rangers emerge. You can train the Black Númenorians and research Banners at a Level 2 Hall of King's Men. You can only train Dark Rangers at a Level 3 Hall of King's Men.
	Den Shortcut: D	The Den produces Dire Wolves, Snow Trolls and Hill Trolls. You can only train Hill Trolls and Snow Trolls at a Level 2 Troll and Wolf Den. You can only build Spiked Collars at a Level 3 Troll and Wolf Den.
	Temple of Twilight Shortcut: L	The Temple of Twilight Building is where Sorcerers and their upgrades are created. You receive the Well of Souls power at a Level 2 Temple of Twilight. You receive the Corpse Rain power at a Level 3 Temple of Twilight.
	Battle Tower Shortcut: T	The Battle Tower automatically fires arrows at nearby enemies and can be garrisoned with archers for greater damage. You can upgrade the Battle Tower with Ice Munitions.
	Dark Iron Forge Shortcut: I	The Dark Iron Forge provides Angmar unit upgrades. You can only build weapon upgrades (iron blades and ice arrows) at a Level 2 Dark Iron Forge. You can only build armour upgrades and Stone Thrower upgrades at a Level 3 Dark Iron Forge.
	Fortress Shortcut: F	The mighty Fortress of Angmar carves a dark iron shape from the stark and frozen horizon. They are ornate and heavily decorated, but with concessions to the winter conditions.

FORTRESS EXPANSIONS OF ANGMAR

ICON	NAME	DESCRIPTION
	Battle Tower Shortcut: T	The Battle Tower automatically fires arrows at incoming enemies and can be upgraded with Ice Arrows.
	Troll Sling Tower Shortcut: S	The Troll Sling Tower hurls ice balls at incoming enemies.
	Dire Wolf Kennel Shortcut: K	The Dire Wolf Kennel releases Dire Wolves when enemy units approach.
	Wall Hub Shortcut: W	Wall Hubs allow the forces of Angmar to expand their castle walls.

FORTRESS UPGRADES OF ANGMAR

ICON	NAME	DESCRIPTION
	House of Lamentation Shortcut: L	Reduces the armour and damage of hostile units around the fortress.
	Flames of Darkness Shortcut: F	Flames of Darkness increase experience and damage for nearby units.
	Ice Munitions Shortcut: M	Upgrade your Troll Sling Towers and Battle Towers with icy projectiles that inflict frost damage on your enemies.



Ice Walls
Shortcut: **W**

Ice walls further fortify your Fortress' defences.



Spike Moat
Shortcut: **P**

Spike Moats damage enemy units near the Fortress.



Witch-king's Sanctum
Shortcut: **C**

The Witch-king's Sanctum fires a large scale freezing attack that damages all units in an area and stuns them for ten seconds.

You must have Ice Walls to build The Witch-king's Sanctum.

WALL UPGRADES OF ANGMAR

ICON	NAME	DESCRIPTION
	Battle Tower Shortcut: T	The Battle Tower automatically fires arrows at incoming enemies.
	Postern Gate Shortcut: P	The Postern Gate is a stealthed gate that only allows friendly units to pass through.
	Gate Shortcut: G	This primary defensive gate can be opened and closed for strategic deployment.
	Wall Hub Shortcut: W	Wall Hubs allow the forces of Angmar to continue expanding their castle walls.
	Wall Stone Thrower Shortcut: S	This wall-embedded, Troll-operated stone thrower hurls heavy rocks at incoming enemies.

SPELLS OF ANGMAR

ICON	NAME	DESCRIPTION
	Shade of the Wolf	Summon an immense spectral werewolf to the battlefield for great and terrifying effect.
	Blight	Reduce your enemies' production within a certain area for a period of time.
	Snowbind	This freezing spell halts your enemies' building and production within a certain area for a period of time. While frozen, these structures are immune to damage.
	Fell Wind	Powerful winds sweep your enemies off their feet and deposit them in a central location.
	Avalanche	A torrent of snow and ice falls upon your enemies.
	Freezing Rain	Foil your enemies' leadership abilities with this foul weather.
	Frozen Land	Improve your units' effectiveness by making your enemies fight on your terms.
	Summon Wights	Summon a group of deadly wights to do your bidding.
	Summon Orcs	Bring forth multiple hordes of bloodthirsty Orcs to the battlefield.

WAR OF THE RING MODE UPDATES

A revised living world map, two new historical scenarios and a host of gameplay advances (including an improved AI that retreats from deadlocked battles) are just some of the updated features in the new War of the Ring mode.

- ❖ To enter War of the Ring mode, select SOLO PLAY in the main menu, then select WAR OF THE RING.

GETTING STARTED

Three new features provide expanded options for customising a War of the Ring mode game.

HISTORICAL SCENARIOS

Two new historical scenarios offer the chance to revisit epic moments in Middle-earth history.

- ❖ In the Scenarios box, select FALL OF ARNOR to mastermind (or counter) the rise of The Witch-king in the North in War of the Ring mode. Keep the new default setting, Historical, to fight the War of the Ring with each faction in its historical starting location.

FLEXIBLE SCENARIO OPTIONS

In the new War of the Ring mode, scenarios are no longer reliant on specific victory criteria.

- ❖ Click the Rules tab. In the Victory Type box, select the game mode you wish to play: ELIMINATION, CAPITAL ASSAULT, CONQUEST or WORLD DOMINATION.

RING HEROES

By selecting the Rules tab and then clicking the Ring Heroes box, you can enable or disable the use of Ring Heroes in War of the Ring mode.

PLAYING THE GAME

Below is an introduction to the improvements made to the War of the Ring gameplay.

- ❖ For more information on how to play in War of the Ring mode, please consult the *War of the Ring* section of *The Lord of the Rings, The Battle for Middle-earth II* manual.

UNITS AND STRUCTURES

If you are in control of a territory you have the power to build units and structures on that territory.

- ❖ There are four types of structure you can build during the planning phase: Farms, Barracks, Forges and Fortresses. You can earn resources by building a Farm, recruit units from a Barracks, upgrade units and build siege weapons from a Forge and recruit heroes from a Fortress.

FASTER UNIT CONSTRUCTION RATE

Stronger units no longer require multiple turns in order to be built. In the upgraded War of the Ring mode, all units are built in a single turn.

STRATEGIC TREASURY

As in the single-player campaign, resources for a faction are accumulated by building multiple Farm and Fortress structures.

- ⊗ Whenever units or structures are constructed on the map, resources are expended. If no strategic resources are available, units and structures cannot be built.

SIEGE UNITS

In addition to upgrading any units in the territory where a Forge is located, the Forge now also has the ability to build siege units.

- ⊗ To build a siege unit, select the Forge then select the Siege Unit icon. The cost is deducted from your treasury total.

Note: The Forge cannot upgrade the units in its territory while it is in the process of building a siege unit.

ADDITIONAL ARMY LEADERS

Each faction in War of the Ring mode now has four hero-led armies at its disposal.

THE MAP AND MOVEMENT

There's more of Middle-earth to explore – and faster ways to do it – in the new War of the Ring mode.

REVISED LIVING WORLD MAP

There are now 52 territories in Middle-earth to conquer, from the icy northern reaches of Forodwaith to the barren easterly lands of Mordor.

FASTER ARMY MOVEMENT

Armies commanded by a hero may move through two connected friendly territories in one turn.

BATTLE AND RETREAT

Upgraded wait times and AI capabilities add up to an expanded War of the Ring mode that's even more challenging.

IMPROVED TACTICAL BATTLES

The time to wait for reinforcing armies to arrive to assist the player has been dropped significantly.

AI IMPROVEMENTS

Like a human opponent, the AI now has the option of retreating from battle. The AI may now choose to retreat from a battle when it is hopelessly outnumbered or surrounded – in other words, when it perceives that a better strategy would be to withdraw in order to return at a later date with a more sizeable army.

SAVING AND LOADING

You can load games through the main menu and save them through the Pause menu. In Campaign mode, your game is automatically saved after each mission victory.

- ❖ To load a saved game, click SOLO PLAY in the main menu then click LOAD. Select a saved game from the list and click LOAD GAME.
- ❖ To save a game in progress, press **ESC** or click the key button on the Palantir to open the Pause menu, then click SAVE. Select a saved game on the list to overwrite then click SAVE GAME.

TROUBLESHOOTING

VIDEO & SOUND CARD DRIVERS

An outdated video or sound card driver can lead to slow and choppy gameplay or in some cases can prevent the game from running entirely. To ensure an enjoyable experience with your game, make sure that you have the most recent video and sound card drivers installed. These drivers are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of video or sound card you have or you do not know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral.

BACKGROUND APPLICATIONS & ANTI-VIRUS SOFTWARE

To achieve optimum performance when running this game we recommend that you end all unnecessary background applications prior to playing. In some cases closing down background applications can help solve any crash or lockup issues.

If your system is running anti-virus software you are advised to close or disable it before running this game. To do this, find the icon for the Anti-Virus software in your Windows System Tray. *Right-click* the icon and select **Close**, **Disable** or the relevant option.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, ensure that you close any file sharing, streaming audio or chat programs prior to entering gameplay. These applications can monopolise your connection's bandwidth, causing lag or other undesirable effects.

Please consult your router or personal firewall documentation for information on how to allow game-related traffic on the following TCP and UDP ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

This game uses the following port information for Internet play:

UDP ports 8088-65535

TECHNICAL SUPPORT FILE

Your original base game includes a technical support file to help solve any problems you may be having. It provides solutions to the most common difficulties that can arise when installing or playing the game.

If you have already installed the game, click the Windows **Start** button and locate the file through **Programs** (or **All Programs**), select the appropriate EA folder, locate the game's parent folder and click on its technical support option. Please check this file first for solutions before contacting EA Customer Support.

To see if your PC meets the game's minimum requirements (see *System Requirements* on p. 1), a utility called *dxdiag* detects your system's hardware and organises this information into a detailed report. This report will also assist EA Customer Support in solving your problem more rapidly.

To obtain your system information:

1. Click **Start**, select **Run...** and type **dxdiag** in the **Run** dialog box and then click **OK**.
2. Click **Save All Information...** to save a copy of the report for viewing and printing. Please ensure you have this report available when contacting EA Technical Support.

CUSTOMER SUPPORT - HERE TO HELP YOU!

If you are still having trouble installing or running your game, visit www.electronicarts.co.uk or www.electronicarts.ie and click **SUPPORT CENTRE**. Once at the Support Centre, click **Get Help** to view our knowledge base. The solutions you will find here are the same as those used by our Customer Support staff, so you can guarantee they are accurate and up-to-date. To ensure you find the answer to your question, choose the format, game type and title carefully. If you cannot find an answer, click **Ask EA** to contact a Customer Support Technician, who will answer you as soon as possible. *Please have the dxdiag report printed and ready when you call.* This will help us address your problem in the quickest possible time.

Note: Customer Support cannot provide gameplay hints, tips or codes.

Contact our Customer Support team 9am-9pm, Monday-Friday:

Telephone: **0870 2432435**

Fax: **0870 2413231**

Note: These are UK National Call rate numbers charged at BT's standard national call rates for calls from a BT line in the UK. Consult your telephone service provider for further information. Calls from outside the UK will be charged at International rates.

Due to the nature of most problems encountered when running PC games, it is easier – and usually quicker – to diagnose them using our online Support Centre.

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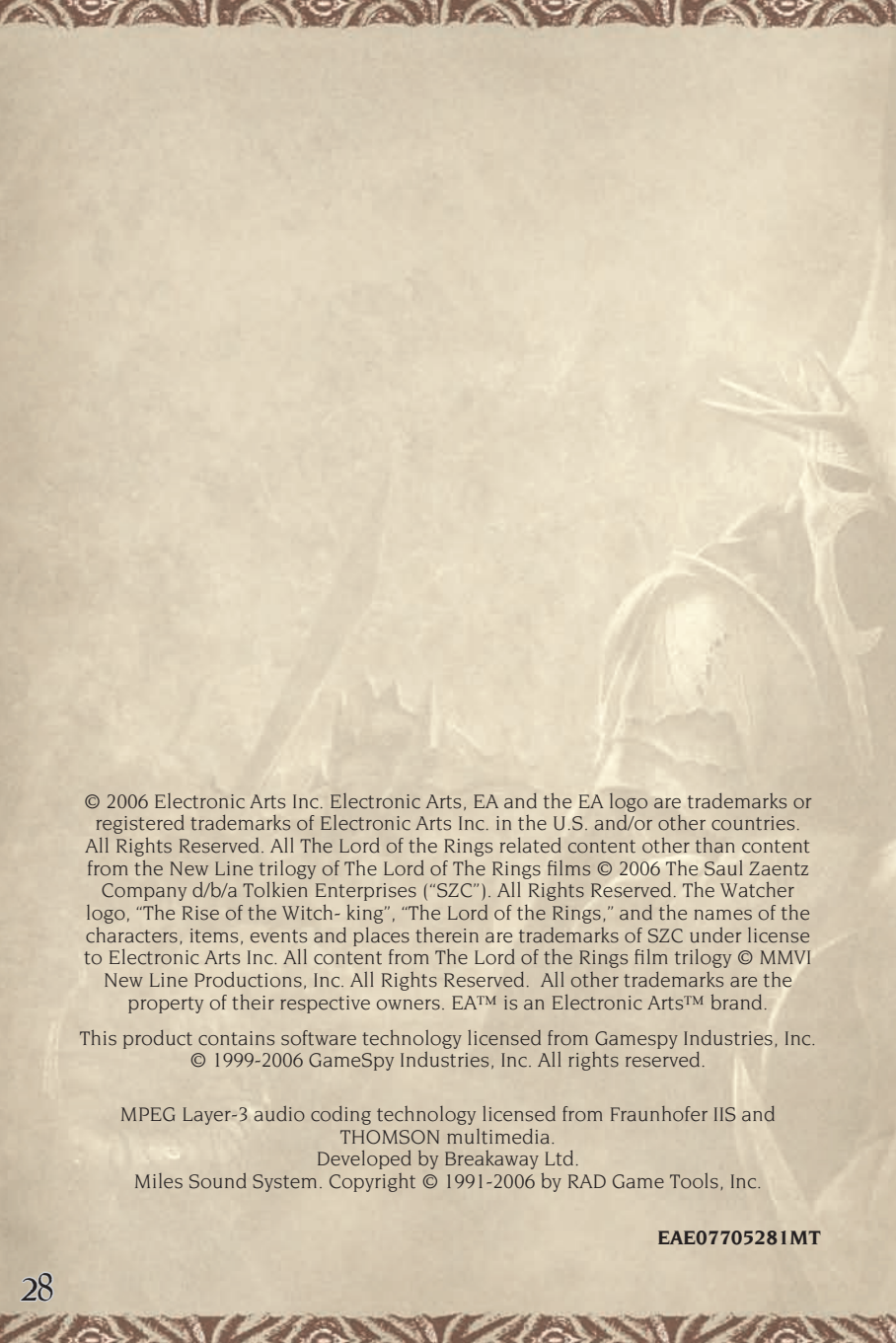
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