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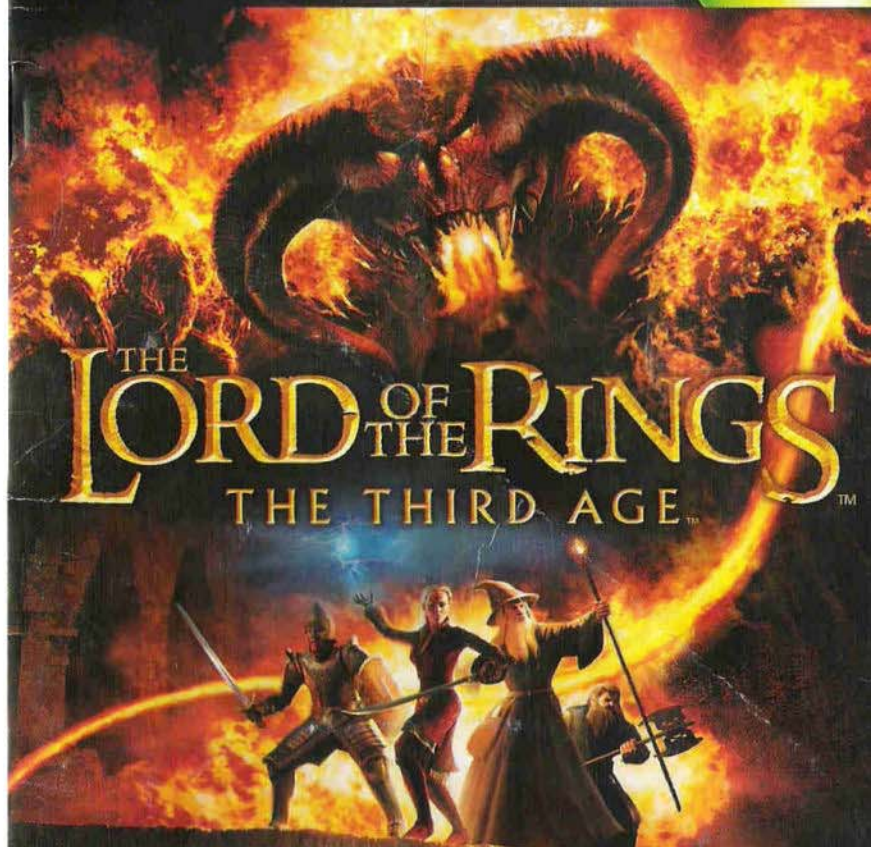
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XBOX



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## COMPLETE CONTROLS

### ADVENTURE CONTROLS

Move Character	Ⓕ
Zoom Radar Map In/Out	ⓧ
Select	Ⓐ
Display Menu Screens	▶
Switch Character	○
Zoom Camera In/Out	Ⓢ / Ⓜ
Move Camera	Ⓜ

### BATTLE CONTROLS

Move Cursor	Ⓢ
Back	Ⓑ
Select	Ⓐ
Toggle Status Screen/View Weapon Details	ⓧ
Switch Character	○
Scroll Battle Queue Up/Down	Ⓛ / Ⓡ

### MENU CONTROLS

Change Selection	Ⓢ
View Details	ⓧ
Back	Ⓑ
Select	Ⓐ
Switch Character	○ or ●
Exit Menu Screens	▶
Change Pages	Ⓡ or Ⓛ
Rotate Character	Ⓜ
Help	◀

## INTRODUCTION

Join us in our quest. Face the power of Mordor. And help to turn the tide.

In *The Lord of the Rings: The Third Age* you are in command of a small band of brave heroes who undertake a dangerous adventure that leads you into the midst of the decisive battles of The Third Age of Middle-earth. Your group of warriors grows in experience and ability as you journey from the wilds of Eregion to the great battlefields of Gondor.

## CHARACTERS

### BERETHOR, CITADEL GUARD OF GONDOR



As a Captain of the Citadel Guard, Berethor fought alongside Boromir during the earlier Battle for Osgiliath. After Boromir departed Gondor Berethor was ordered by the Steward to search for him in the far northlands. Berethor's journey places him upon the path of The Fellowship of the Ring, little knowing what chilling revelations of trust and betrayal await him.

### IDRIAL OF LOTHLORIEN



Idrial serves the Lady Galadriel in times of dire need. She encounters Berethor south of Rivendell, where she helps him survive an attack by the Nazgul. She then joins with him in an attempt to return to Lothlorien—through the treacherous paths of Moria—and warn the Elves of the dangers upon the roads to the Grey Havens.

### ELEGOST OF THE DUNEDAIN



Like Aragorn, Elegost is a member of the Dunedain, the small band of Rangers whose duty is to defend the lands east of the Shire from enemy incursions. This clever warrior is in search of Hadhod, the Dwarf who is his friend and Traveling companion. Together they will join Berethor's band and move south toward the great war that threatens to engulf Minas Tirith.

## HADHOD, CLAN OF FUNDIN



Hadhod's ancestral home is Moria, though his kin have long since been driven from those ancient halls. He returns with Berethor's band in search of fragments of his past, but instead finds chilling secrets that turn his heart to stone and unleash in his small frame a terrible Dwarven rage.

## MORWEN OF PENMARK



The Gondorian's group encounters Morwen upon the Plains of Rohan. Her village burned to the ground and her life destroyed, this beautiful warrior's only solace is cold wrath. Joining Berethor's party, she drives them forward toward Helm's Deep in search of the remaining members of her family—and the secret past they share.

## EAODEN OF THE RIDDERMARK



Eoaden is the final companion Berethor's party encounters as war drives them toward the sanctuary of Helm's Deep. An Outrider for Rohan's Royal Guard, this deadly rider of the Mark carries with him a secret that will turn Berethor's life inside-out.

## PLAYING THE GAME

### ADVENTURING

A series of Quests directs your travels through Middle-earth. Explore various paths to discover special items, collect Epic Scenes, and battle forces of evil.



Radar map

Character

Tutorial text

The upper right corner of the screen displays a radar map of the surrounding region. The small arrow in the center of the map represents your present location. Glowing icons indicate points of interest that may lead to fulfilling Quests or locating valuable items.

❖ To zoom in and out on the radar map, press **X**.

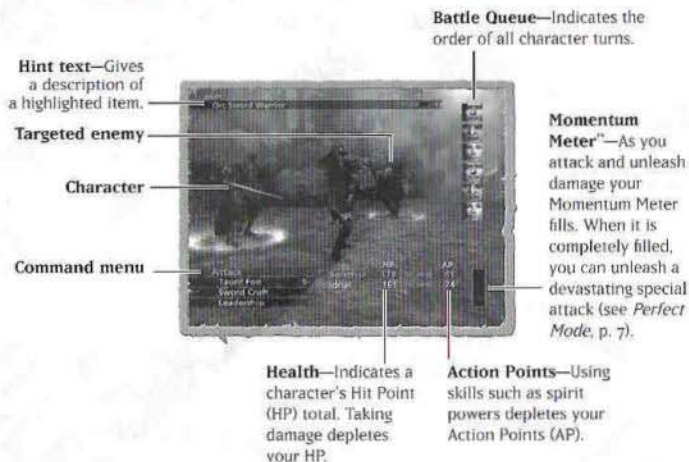
A blue Palantir appears in the upper left corner of the radar map to indicate that the party is about to enter a planned battle.

If the Eye of Sauron appears in the upper-left corner of the screen, the party has a chance of entering into a random battle.

Both the Palantir and Eye of Sauron glow brighter as the battle grows closer.

## BATTLE SYSTEM

In *The Lord of the Rings: The Third Age*, combat unfolds via a turn-based system. In this system time intervals, or "turns," only pass when you command your characters to take action during the battle. The actions each character takes during combat can dynamically change the sequence of events that occur. Learning how to switch characters and use options wisely can ensure you survive each battle.



### BATTLE QUEUE

The Battle Queue displays the order of all character turns. The character or enemy at the top of the queue is next to complete an action. When a character or enemy's turn is complete, they move down in the queue. The order of the Battle Queue changes depending on the actions of each character and enemy, as different actions have "initiative costs." Many factors change the order of battle for all characters including their choice of attacks, the effect of spirit powers, and the weapons that they wield.

**TIP:** To scroll through the Battle Queue to see beyond the next six turns, pull **R**. To scroll back to the top of the Battle Queue, pull **CL**.

### SWITCHING CHARACTERS

Your party may have up to six members, but only three can actively participate in a battle at one time.

- ❖ A character that is switched into battle can act immediately.
- ❖ Occasionally an ally will join your party as a fourth character in battle. Allies cannot be switched out for other characters.
- ❖ To switch characters in combat, press **O**.

## COMMAND MENU

Use the Command menu to perform attacks or actions during a battle.

- ❖ To select an action from the Command menu, press **I** to highlight your desired action and press **A**.
- ❖ Press the D-pad to select a target for your selected action.
- ❖ Some actions cost Action Points (AP) which are listed alongside the action in the Command menu.
- ❖ To cancel a command selection, press **B**.

**TIP:** Hint text at the top of the screen provides helpful information during a battle.

The following are some common commands you can use during a battle:

- |                      |   |
|----------------------|---|
| <b>ATTACK</b>        | A low damage attack with no AP cost.      |
| <b>ITEM</b>          | Immediately use an Item to aid or attack. |
| <b>CHANGE WEAPON</b> | Change the character's weapon.            |
| <b>SKIP</b>          | Skip this turn in the Battle Queue.       |

## PERFECT MODE

The Momentum Meter fills as your characters successfully execute actions in battle. Unleash a powerful attack when the Momentum Meter is full by selecting PERFECT MODE from the Command menu. Perfect mode attacks are skills which your characters learn by earning skill points.

## GAME OVER

If all of your active characters are knocked out during a battle (HP depletes to zero), the game ends even if there are inactive characters still alive.

## MENU SYSTEM

The Menu System allows access to your statistics, equipment, items, skills, Quests, Epic Scenes, and game options.

- ❖ To access the Menu System, press **O** while adventuring. To exit the Menu System, press **O** again.
- ❖ To switch characters while in the Menu System, press **O** or **●**.

## STATS

**EXP (Experience Points)** Points gained from fighting battles and completing Quests.

**CHARACTER LEVEL** Earn experience points to "level up" your characters. Higher level characters are always more powerful.

**HP (Hit Points)** Indicates your health.

**AP (Action Points)** Used to execute certain actions in battle.

**ARM (Armor Rating)** Determines how your armor protects you against attacks.

You receive points each time a character gains a new level. These points can be used to improve your character's stats.

**STR (Strength)** Increases a character's base damage with both ranged and melee weapons.

**SPRT (Spirit)** Increases a character's max AP along with an increase in base spirit power ability.

**CONST (Constitution)** Greatly increases a character's max HP and increases defense against spirit power attacks

**SPD (Speed)** Increases initiative, melee and ranged defense, and decreases time between attacks.

**DEX (Dexterity)** Increases the chance of successfully striking an enemy with both melee and ranged weapons

## EQUIP

Equip your characters with the weapons and armor that you acquire during game-play.

❖ If weapons or armor are equipped, they are displayed in the main Equip window. If no item is displayed, the words "None equipped" appear.

**NEW EQUIPMENT** Review and equip newly-acquired items.

**TIP:** Press **X** to view details on an item or weapon.

**ELFSTONES** These rare artifacts offer a wide variety of help such as allowing you to learn new crafting abilities, boosting your armor rating, or increasing your HP. Some Elfstones can even unlock entirely new skill trees (Light Crafting, Shadow Crafting, and Item Crafting). Each character may equip up to four Elfstones at a time. Unlike other equipment, Elfstones are shared and can be equipped by any character.

## USE ITEM

All of your party's consumable Items are inventoried on this menu. All Items can be used in battle and many can be used outside of battle by selecting them through this menu.

**TIP:** Using items while adventuring is especially helpful in restoring HP and AP after a battle.

## SKILLS

Learn new skills to expand the number of actions that your characters can perform in battle.

- ❖ Each character has a unique set of skills he or she can learn.
- ❖ Successfully using a skill in battle earns skill points that are automatically applied to learning the next skill in the same category.
- ❖ Use the Skill menu to select the skill in each category that you would like to learn next.
- ❖ Unlock more advanced skills by first learning the more basic skills that precede them in the skill trees. Once a new Skill has been learned, it is immediately available for use in battle.
- ❖ Skill points are never lost or wasted. They are always applied to the next available skill even if you have not manually selected one.
- ❖ Skill points for Perfect Mode and passive skills are earned after you gain an experience level.

## QUESTS

A list of unlocked Quests can be viewed in the Quests menu. Read descriptions and find out if they are completed or outstanding.

❖ Completing Quests awards experience points (EXP) to your currently-selected adventuring character.

## EPIC SCENES FROM MIDDLE-EARTH

Gandalf speaks to you of events in Middle-earth. Key information is often revealed through these Epic Scenes.

- ❖ To access an Epic Scene, select an orb and press **A**.
- ❖ New orbs are unlocked as you find them throughout your journey.

**TIP:** Press **Y** to jump five orbs at a time.

## OPTIONS

Use these controls to adjust sound, enable or disable subtitles and the on-screen radar, toggle the pitch and rotation of the camera, change the difficulty setting of the game, or quit the game.

## GAME MODES

### TWO PLAYER CO-OP MODE

Complete your journey through Middle-earth cooperatively with a friend.

**NOTE:** In order to play two-player Co-op, two controllers must be inserted.

#### To play in Co-op mode

1. Select **NEW GAME** in the Main menu.
  2. In the game, press **○**.
  3. Select **CO-OP**. An X appears indicating that Co-op mode has been activated.
  4. Return to the game by pressing **○**. Co-op gameplay begins.
- ❖ Player 1 controls Berethor, Elegost, Morwen, and special guests. Player 2 controls Idrial, Hadhod, and Eaden.
  - ❖ The player controlling the active adventuring character controls menu options.
  - ❖ In combat, control alternates between players and their corresponding characters.
  - ❖ Co-op mode allows you to play with a friend without impacting your single player saved game.

### EVIL MODE

In Evil mode you control Sauron's forces. When you have defeated the forces of Light in all battles in a chapter, you earn special Evil weapons and items. These are placed in the inventory of your Single Player game characters.

- ❖ To play in Evil mode, select **MORE** in the Main menu and select **EVIL MODE**.
- ❖ Each time a chapter is successfully completed in the Single Player game it is unlocked for play in Evil mode.
- ❖ To access the weapons and items you earned in Evil mode, resume your Single Player game. Press **○** to access the Game menu and select **EQUIP**.

**NOTE:** You must have a Single Player saved game with at least one completed game chapter to access Evil mode.

### TRAVELING

You have the option to return to game chapters you have already completed by accessing save points throughout the game. Successfully completing chapters in the single player game unlocks them for travel.

#### To Travel:

1. Access a save point and save your game. A prompt appears asking if you wish to **RESUME GAME** or **TRAVEL**.
  2. Select **TRAVEL**. A map of game chapters appears.
  3. Select an unlocked chapter to travel to. You now travel to the beginning of that chapter.
- ❖ Traveling gives you an opportunity to experiment with each character, gain more experience, complete unfinished Quests, or find key items you may have missed.
  - ❖ When you Travel you may encounter many of the same enemies you fought earlier, but certain key foes will no longer be present.

#### To return from Traveling:

1. Access a save point and save your game. A prompt appears asking if you wish to **RESUME GAME** or **TRAVEL BACK**.
2. Select **TRAVEL BACK**. You are returned to the save point in the chapter where you initially chose to travel.

**NOTE:** You must return to the chapter from which you initially chose to travel before you can travel again.

### SAVING AND LOADING

- ❖ To save a game, locate one of many save game locations placed throughout the game. Approach one and press **○**. Confirm that you wish to save your game and press **A** again. Your game is saved.
- ❖ To load a game, select **LOAD GAME** in the Main menu. Choose a saved game and press **A**. Your game is loaded.