

the LORD OF the RINGS™

— THE FELLOWSHIP OF THE RING —



OFFICIAL GAME



WARNING: READ BEFORE USING YOUR PLAYSTATION®2

COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



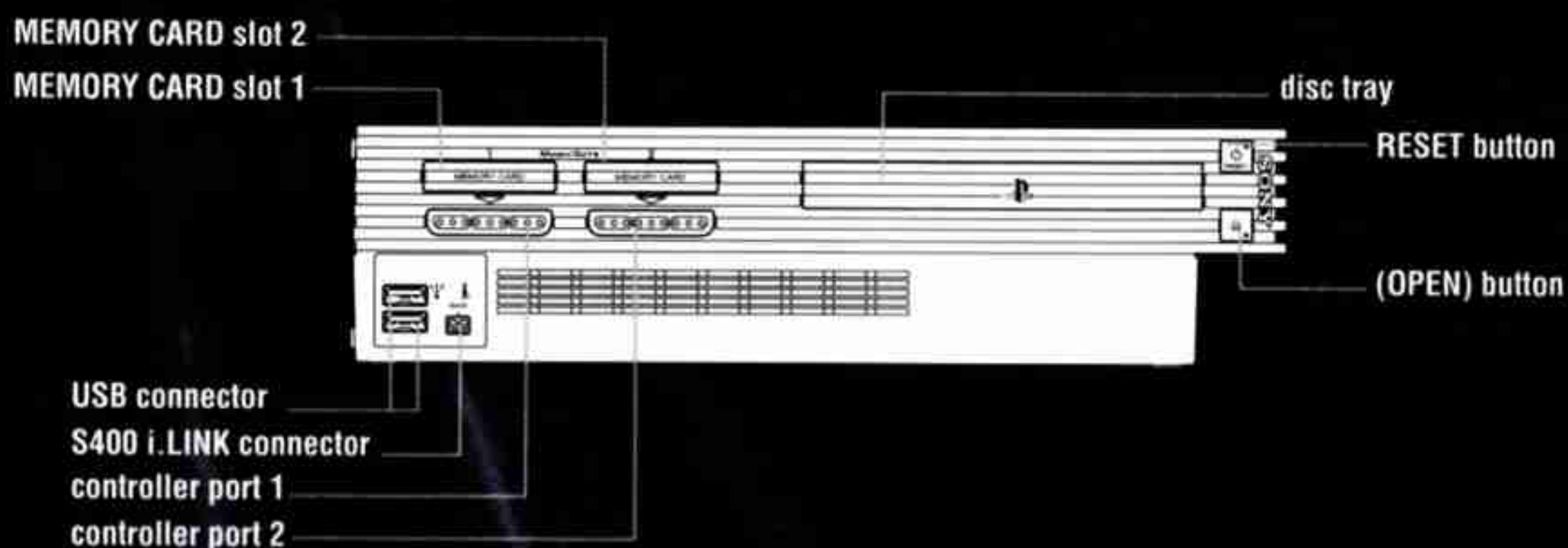
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GETTING STARTED

PLAYSTATION®2 SETUP

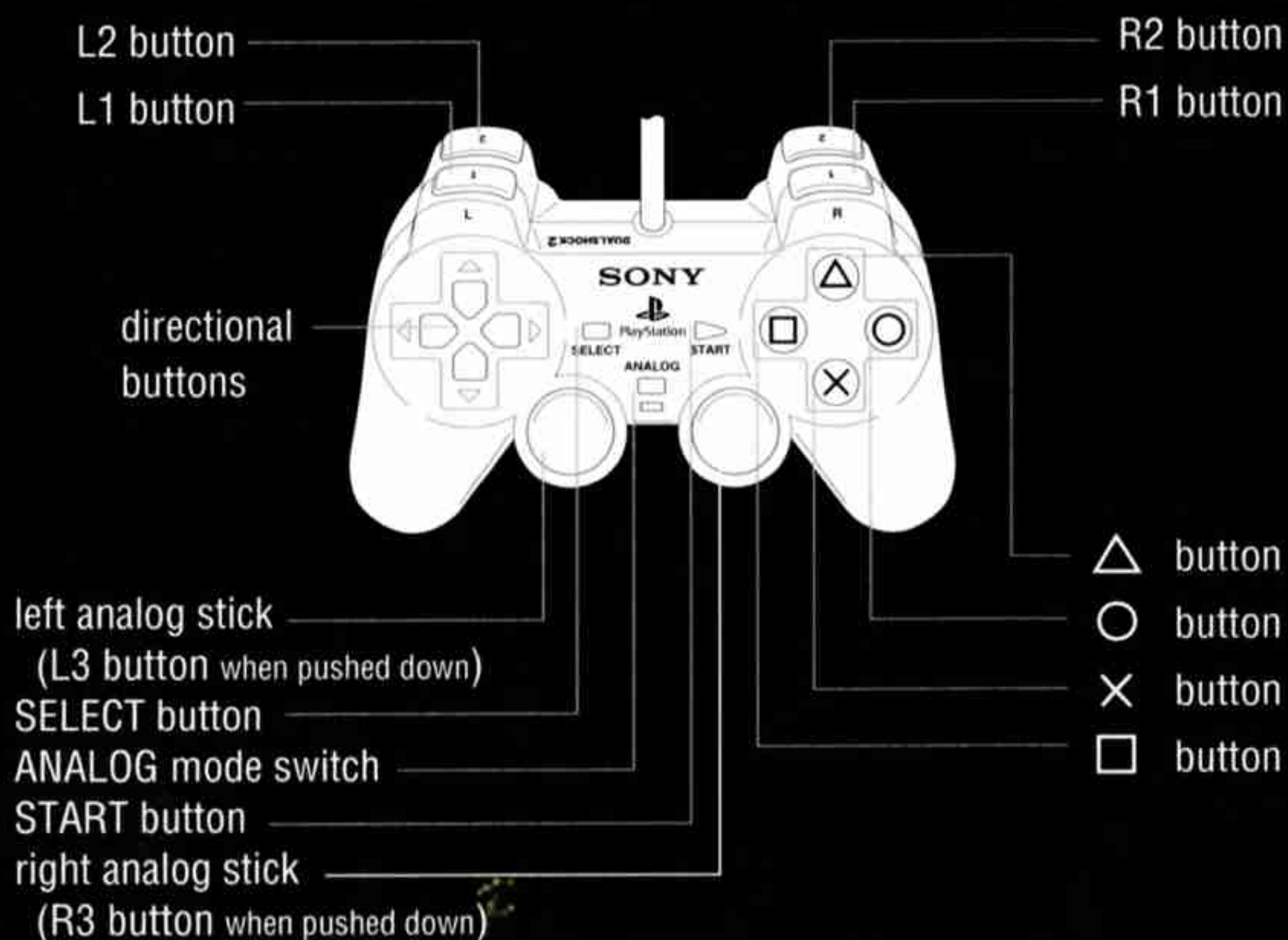


Set up your PlayStation®2 computer entertainment system according to the instructions in the instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the FELLOWSHIP OF THE RINGS© disc on the disc tray with the label side up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals as appropriate.

Follow the on-screen instructions and refer to this manual for information on using FELLOWSHIP OF THE RINGS©.

BASIC CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

The game is designed for use by one player. This section describes basic controller operations.

BASIC CONTROLS

Control	Function
Left analog stick	Move character in direction of controller (relative to camera) Move slightly to sneak (Frodo) Move moderately to walk Move furthest to run
⊗ button	Jump (Frodo Only)/Kick (Aragorn Only)
□ button	Melee Attack
○ button	Projectile Attack
△ button	Initiate conversation with an NPC Action (Use) Use inventory item
Directional buttons	Move left or right to choose item or weapon Move up or down to change item category
L1 button	Block
L2 button	First-Person Camera Mode
R1 button	Target Lock
R2 button	Press and Hold access Inventory
Combat Controls	Function
R1 button	Press and hold to enter combat lock Press and release to cycle through available targets
Left analog stick	<i>While in combat lock:</i> Move forward to move toward selected target Move backward to back away from selected target Move left or right to circle target (strafe)

CAMERA CONTROLS

Control	Description
Right analog stick	Rotate camera left/right and zoom camera in/out (third-person camera)
	Strafe left/right (first-person mode)

MENU CONTROLS

Control	Function
START button	Pause game and enter pause menu
SELECT button	Pause game and enter Quest/Map Log
Directional buttons	Move up or down to select menu items Move left or right to change options in game options menu
⊗ button	Select/confirm
△ button	Return to previous screen

CONTROLLER VIBRATION

At times throughout the game, the controller vibration activates. You can disable the Controller Vibration at the Options Menu.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

FELLOWSHIP OF THE RINGS® lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console BEFORE starting play. Important: Do not switch off the MAIN POWER switch, remove or insert a memory card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.

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

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 **right analog stick** controls the position of the default camera. Moving the **right analog stick** left or right rotates the camera around the character; moving the stick forward or backward zooms the camera in and out.

THE FIRST-PERSON CAMERA

Sometimes it is easier to get a good look at your surroundings using the first-person camera. To activate the first-person camera, press the **L2 button**. While in the first-person camera mode, using the **right analog stick** moves the character left and right, and the **left analog stick** pans the view up, down, left, or right. Pressing the **L2 button** a second time exits the first-person camera.

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 Blue bar indicates the amount of corruption Frodo has gained by using the One Ring. When the bar is completely blue, Frodo remains untainted by the One Ring. When the corruption bar is completely black, 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.

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 and hold **R2 button** to open the inventory. Use the **left analog stick** or directional buttons to navigate through the inventory.

MOVEMENT

To move your character on the screen, move the **left analog stick** in the direction you want the character to move. If you push the **left analog stick** partially in any direction, the character will walk. If you push it further, the character will run.

Sneaking

Frodo is nimble and adept at moving stealthily. When faced with dangerous enemies, he can use stealth capabilities to avoid detection. To sneak quietly past an enemy, move the **left analog stick** slightly in any direction. For other characters, slight movement of the **left analog stick** will result in a normal walk.

Climbing Ladders

To climb a ladder, simply approach it and push the **left analog stick** up or down.

Jumping

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



Shimmy

Frodo is able to shimmy along some edges. To do so, press the **left analog stick** left or right while Frodo is hanging from the edge. To climb back up, press the **left analog stick** forward.

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  **button** is a context-sensitive Action button. When you encounter an interactive object in the world, press the  **button** 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  **button**. Dialog sequences are presented in a cinematic fashion. To advance the dialog one line, press the  **button**. To skip a conversation entirely, press the **START button**.



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 **△ button**. Then move the **left analog stick** forward to push the item or backward to pull it.

Doors, Switches, and Levers

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



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 **△ button**. To leave a campsite, move your character away from the camping area.

COMBAT BASICS

If the **R1 button** is held, your character will enter Combat Lock mode. In Combat Lock, your character will quickly step in four directions. You can switch targets in Combat Lock mode by quickly releasing and pressing the **R1 button**.



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 **□ button** to use your basic attack. Your character will attack the closest enemy.



Blocking

Press and hold down the **L1 button** 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 **× button**. Aragorn will attack with a powerful kick.



Thrust

When you are near an enemy, tap the left analog stick in the direction of the enemy and press the **□ 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 **○** 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 **L2 button** to enter first-person mode, and a targeting reticule will appear. Remember that you can strafe left and right by using the **right analog stick**. Moving the **left analog stick** 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 **□** button.



MAGIC

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



USING SPELLS

Press and hold the **R2 button** and use the **directional buttons** to scroll through the spells in the inventory. When the desired spell is displayed, release the **R2 button** to get ready and press the **○ 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. To sneak, move the **left analog stick** slightly. 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, select it in the Item slot using the directional buttons and press the **X button**. To take off the Ring, press the **X button** 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 using the **left analog stick** or the **directional buttons**. To make a selection, press the **X button**.

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

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 **START button** 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 **START button** 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 MEMORY CARD slot. To overwrite an existing saved game, press the **directional buttons** left or right to select the image from an existing save. 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

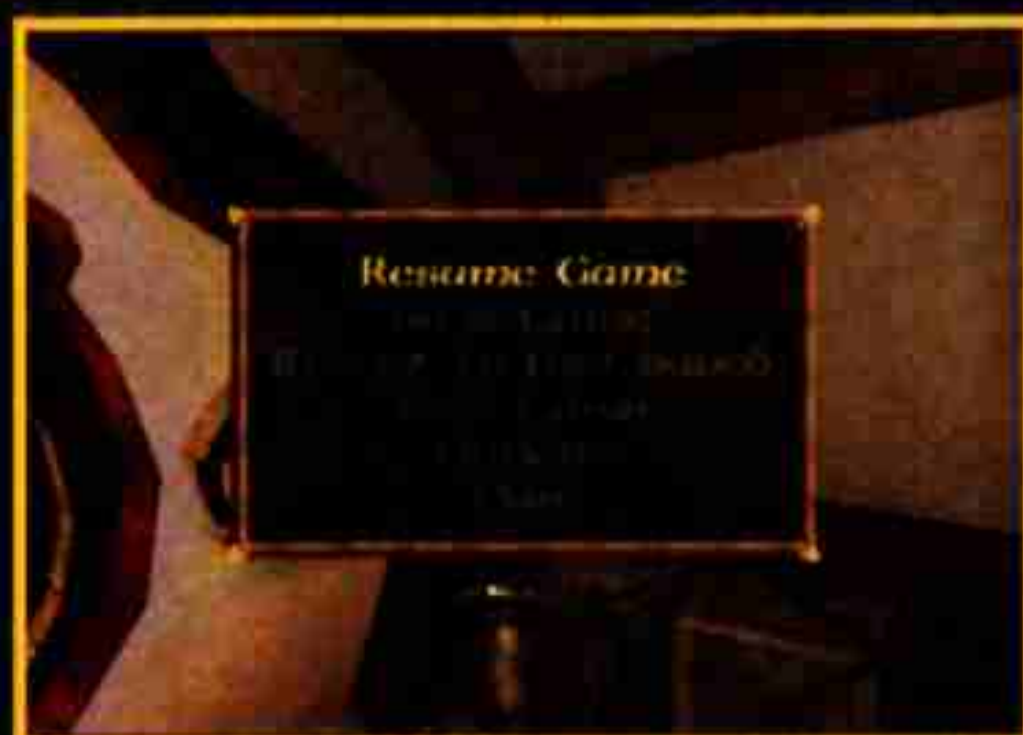
To load a saved game, choose **Load Game** from the Pause Menu. A list of saved games will appear, along with images and brief descriptions of the location where the game was saved. Use the **directional buttons** to select a saved game and press the **X button**. If you change your mind before you load a game, press the **△ button** 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 buttons** and pressing the **△ button**.



Quit

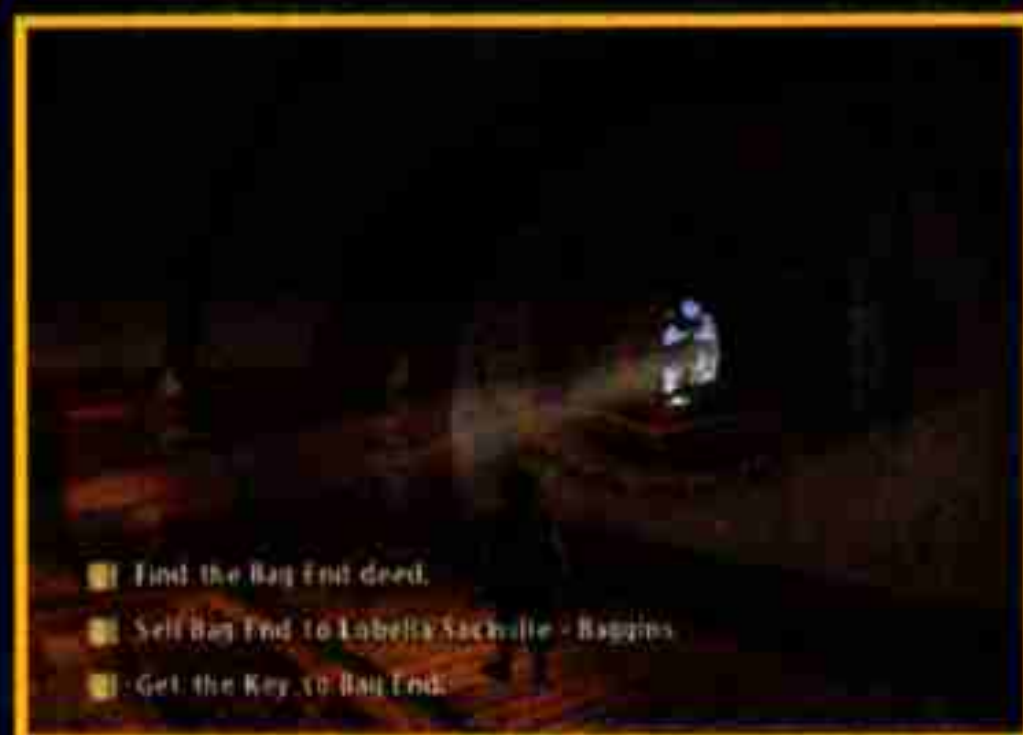
If you want to quit the game, select this option to return to the Start Menu. Remember that you will lose any progress since your last saved game if you decide to quit.

Quest & Map Screen

Press Select 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. Use the **left analog stick** or the **directional buttons** to move the compass and view descriptions of different regions.



Like the game so far?

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NOTES

NOTES

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THE SCORPION KING™



RISE OF THE AKKADIAN

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