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(For more info, see *Installing the Game* in this manual.)

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Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.

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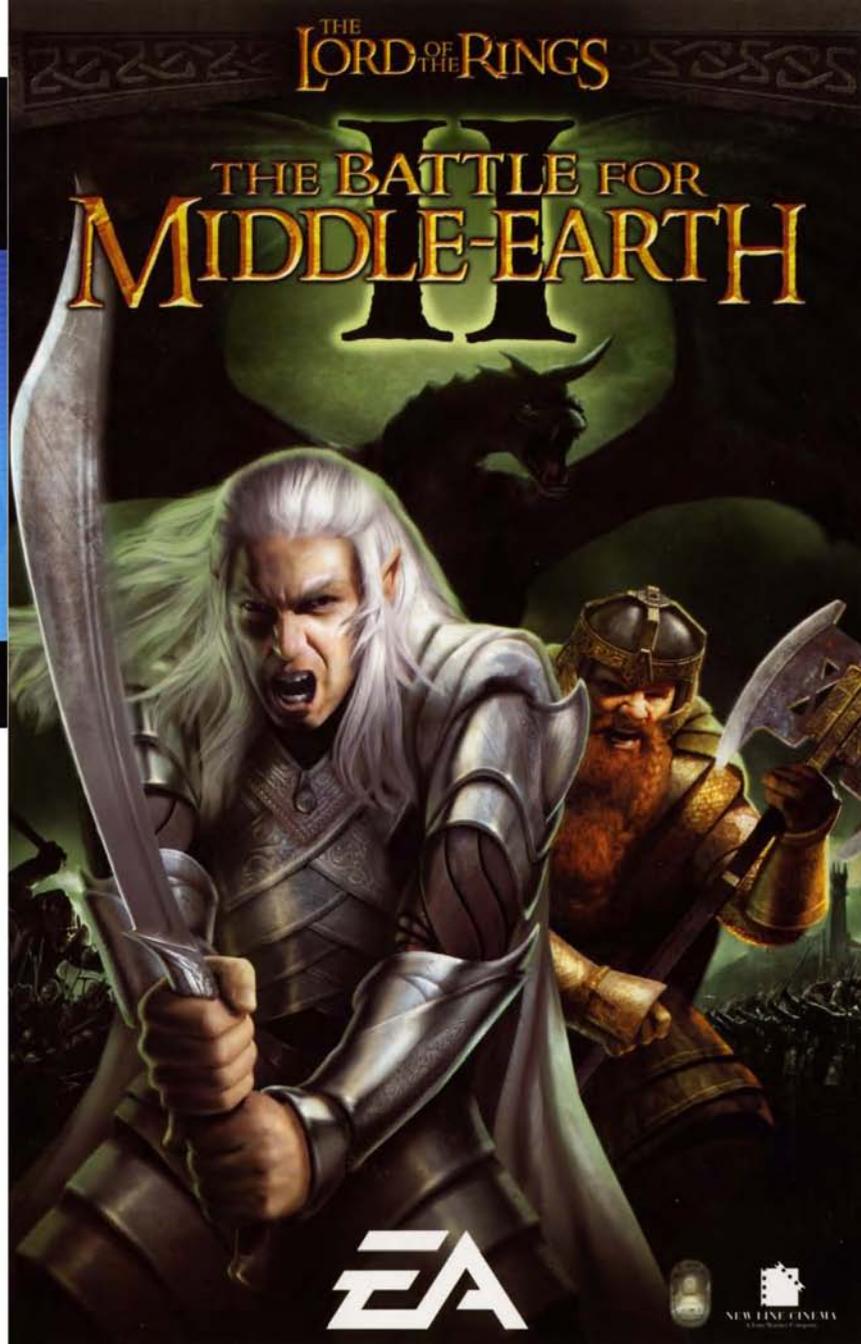


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Check out EA™ online at www.ea.com.

INSTALLING THE GAME

NOTE: For system requirements, please visit bfme2.ea.com.

To install *The Lord of the Rings™*, *The Battle for Middle-earth™ II*:

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 60 for more info).
2. Insert *The Lord of the Rings, The Battle for Middle-earth II* Disc 1/Game DVD into your CD/DVD-ROM drive. The Autorun menu appears.

NOTE: If the Autorun menu does not automatically appear, click the **Start** button from the Windows Taskbar and select **Run....** Type **D:\AutoRun.exe** in the Run dialog box, then click OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

3. Click the **INSTALL** button on the Autorun menu, then follow the on-screen instructions to complete the installation.

STARTING THE GAME

To start *The Lord of the Rings, The Battle for Middle-earth II* (with disc already in drive):

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 60 for more info).
2. Click the **Start** button from the Windows Taskbar and select **Programs (or Programs) > Electronic Arts > The Battle for Middle-earth (tm) II > The Battle for Middle-earth (tm) II**.

COMPLETE CONTROLS

Win the War in the North in order to turn the tide against The Dark Lord Sauron and lay claim to The Third Age. To master combat in Middle-earth, you must first master these controls.

NOTE: All instances of "click" and "double-click" refer to the left mouse button unless otherwise specified.

SELECTION AND CONTROL COMMANDS

ACTION	KEYBOARD/MOUSE
Select a unit	Click
Add a unit to selection	[SHIFT] + click a new unit
Select a group of units	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	[CONTROL] + number key

Select numbered group	Number key
Select and jump to numbered group	Double-tap number 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	Click structure and right-click destination on battlefield
All new units rally to same destination	Click structure, then SHIFT + right-click destination on battlefield
Lasso units	Click and hold mouse while pressing CONTROL
Select all heroes	O
Jump to primary Fortress	H
Select nearest Builder	B
Set aggressive stance/battle stance/hold ground stance	Select units and press D/F/G
Demolish building	DELETE
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 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 Objectives menu	TAB
Toggle Powers Menu	-

CAMERAS

ACTION	KEYBOARD/MOUSE
Set bookmark for camera	CONTROL + F1 - F8
Jump to camera bookmark	F1 - F8
Jump to Hero	Double-click hero portrait at bottom of screen
Rotate camera left/right	Numeric keypad 4 /numeric keypad 6 or hold the middle mouse wheel down and drag the mouse left/right
Zoom camera	Numeric keypad 8 /numeric keypad 2 or scroll the middle mouse wheel up/down
Reset camera to default position	Numeric keypad 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	CONTROL + B then click to place beacon
Toggle Multiplayer Status and Tribute menu	TAB

MAIN MENU

Start a single player or multiplayer game, familiarize yourself with the tutorial, adjust settings, and more.

- TUTORIAL** Learn the basics of the game before heading into battle.
- SOLO PLAY** Begin a single player game in Skirmish, War of the Ring, and Campaign modes, or load a previously saved Solo Play game.
- MULTIPLAYER** Play against a friend online or via a network connection or view replays of previous multiplayer games.
- MY HEROES** View your roster of customized heroes, or create a new one.
- OPTIONS** Adjust audio, display, and control settings, or view the credits.
- QUIT** Exit the game.

OPTIONS

To open the Settings screen, click OPTIONS in the Main menu and select SETTINGS, or click the key button on the Palantir during gameplay.

- DISPLAY SETTINGS** Customize the game resolution and brightness, choose a Graphics level of detail (your choice of Graphics level affects graphic quality and performance), or click CUSTOM SETTINGS to adjust advanced settings (see below).
- CONTROLS** Select the scroll speed.
- AUDIO CONTROLS** Adjust the music, sound effects, voice, ambient noise, and movie volume, or toggle ON or OFF High Audio Quality or EAX3 high-definition audio playback.
NOTE: EAX3 requires a compatible sound card and can slow down the game performance.
- ONLINE** Select an IP address to use, toggle Send Delay ON or OFF, enter a port number, or Refresh NAT.
NOTE: *The Lord of the Rings, The Battle for Middle-earth II* attempts to configure the Online Options settings for you. It is recommended that you do not change these settings if you are unfamiliar with Internet protocols.

NOTE: If you have made changes to your firewall configuration since the last time you played *The Lord of the Rings, The Battle for Middle-earth II* online and are experiencing connection difficulties, click REFRESH NAT, which may correct the problem.

- ☛ To confirm changes, click ACCEPT.
- ☛ To restore the game to the its original settings, click RESET TO DEFAULTS.

CUSTOM SETTINGS

- ☛ To access advanced display settings, click OPTIONS in the Main menu then select CUSTOM SETTINGS.

Custom Settings allow you to customize the level of image quality and detail you experience while playing *The Lord of the Rings, The Battle for Middle-earth II*. You can adjust custom settings by either selecting one of the presets or by manually adjusting each of the option sliders yourself.

- ☛ To select one of the preset custom settings configurations, click the appropriate slider setting at the top of the screen. These presets, which range from VERY LOW to ULTRA HIGH, are initially set for you by the game based on your computer's performance. Play with these sliders until you find a setting that suits you, or just leave the sliders in the position that's automatically detected by the game.
- ☛ To adjust a specific display setting, click the appropriate slider under each of the options.

NOTE: A higher level of detail, while looking better, can slow down game performance. If the game runs too slowly, choose a lower level of detail.

GAME SCREEN



BATTLE WINDOW

In the Battle Window you can order your units to move, attack, guard, build and customize structures, and more. The Battle Window displays only part of the overall map.

- ☛ To scroll the Battle Window, move the mouse to the edge of the screen in the direction that you want to move. The Battle Window begins to scroll. To stop moving, move the mouse towards the center of the screen.

NOTE: You can also scroll the Battle Window by using the arrow keys.

- ☛ To perform a rapid scroll, hold down the right mouse button while moving the mouse.

Mouse wheel: To zoom in or out using your mouse wheel, roll the wheel forward or backward. To rotate the camera, hold the wheel down and move the mouse. To return the camera to the default view, double-click the mouse wheel.

- ☛ Each unit has a range of vision, so what you see in the Battle Window is the sum of all that your units can see. Areas of the map beyond this range are covered by a dark layer. As you explore the map you slowly reveal the terrain, structures, and units beneath it. This dark layer is actually two separate layers. In single player missions, a black **Shroud** covers unexplored terrain. As you explore terrain, the shroud is peeled back. When

your units or structures are no longer present in an area, it is cloaked in a semi-transparent **Fog of War**, which hides enemy units and structures and reveals only terrain and civilian buildings. The Fog of War is removed when your units return to the area.

NOTE: In multiplayer or Skirmish games, the Fog of War is the only layer.

MINI-MAP

The Mini-Map offers a larger view of the overall map. It can be used to discover unexplored terrain, detect enemy movements, and quickly move across the map.



❖ To move the Battle Window, click a new location in the Mini-Map.

❖ To move units to a spot in the Mini-Map, select the units and right-click the desired location in the Mini-Map.

PALANTIR

Below the Battle Window is the Palantir where you can command special abilities and open additional screens.

RESOURCE METERS

Review your current level of important resources.

RESOURCES

A unit or structure costs resources to build. When you build something new, the funds required to build it are deducted from your total. Gathered natural resources are instantly converted to a single currency. For more information on Resources, see p. 11.

COMMAND POINTS

The number on the right side of the resource indicator shows the current Command Points consumed by your forces and the maximum number allowed for the level. Each unit you build consumes a certain number of Command Points. Command Points are gained by building additional resource structures or Fortresses. For more information on Command Points, see p. 11.

GAMEPLAY BASICS

Winning the battle for Middle-earth requires strong leadership, cunning strategies, and quick thinking.

BUILDING

When you begin a new game, your base normally consists of a Fortress and two Builders (a unit capable of constructing further structures). Begin building the rest of your base immediately.

FORTRESS BUILDING

The Fortress is the heart of your castle. From the Fortress you can create essential units such as heroes, recruit Builders, and fortify your castle.

To customize your Fortress:

1. Click one of the build plots embedded in the ground surrounding your Fortress. The Build Radial menu appears.
2. Click the icon of the customization option you wish to build. Construction begins.
 - ❖ To build Fortress improvements, click the Fortress and select the castle icon. The Build Radial menu appears.

WALL BUILDING

Elves, Men, Dwarves, and Isengard all have the ability to build walls surrounding their Fortress.

To build a wall:

1. Click one of the build plots embedded in the ground surrounding your Fortress. The Build Radial menu appears.
2. Click the Wall Hub Expansion icon.
3. When the wall hub is built, select it and click the Build Wall icon. You can extend the wall by moving your mouse to the desired location. Click the location to build the wall.

NOTE: The longer the wall, the more time and resources it takes to build.

- ❖ Your Builder can also build free standing wall hubs.
- ❖ Walls can only be built within a certain distance of your Fortress. If you start to exceed this distance, the walls turn blue and a circle shows you the radius in which you can build.
- ❖ To upgrade a wall, click any individual wall segment then select the appropriate upgrade from the Build Radial menu. Only one upgrade may be built per wall segment, and wall upgrades cannot be adjacent to each other.

BASE BUILDING

A successful base requires more than just a Fortress. Build resource collectors, production structures, and defenses to ensure victory.

To build a structure:

1. Select your Builder. Build icons appear on the right side of the Battle Window displaying the structures you can create.
 2. To build one of these structures, click its icon. Your cursor becomes a transparent image of the building.
 3. Move your mouse in the Battle Window to determine a location for your building. If the structure is displayed in red, you cannot build there.
 4. Once you have a desired location, hold down the left mouse button to rotate the structure. To begin building the structure, release the mouse.
- ❖ To cancel creation of the structure, click it, then click the Cancel Building button in the Build menu or right-click the Structure button. The building is cancelled and the cost of building is refunded.

FIGHTING

CREATING UNITS

A fighting unit can contain a battalion of fighters, such as Archers, or it can be a single, large unit such as a Troll.

- ❖ To create fighting units, click a production structure such as a Barracks or Uruk Pit. The units that it can create are displayed as icons over the structure. To build one of these units, click its icon. When the unit is done, it leaves the structure and reports for duty. If you wish to cancel building before the unit is completed, right-click its icon. Building is cancelled and the resources are refunded.
- ❖ To assist in the production of larger numbers of battalions, create a build queue by clicking multiple times on the desired icons.

CREATING HEROES

Heroes are special units with a wide array of unique abilities you can utilize in battle. Heroes are created in your Fortress.

To create a hero:

1. Select your Fortress and click the crown icon. A radial menu with the available heroes appears.
 2. Select a hero and click its icon. Your hero is built.
- ❖ Heroes gain special powers as they gain experience in combat. While some of these powers are passive, others can be cast at enemies or on certain areas of the battlefield. To cast a hero power, select your hero, then click the appropriate power icon in the Palantir. If the power needs to be targeted, click the target area in the Battle Window.
 - ❖ If heroes die in combat, they retain their level and can be resurrected from the Fortress.

CONTROLLING UNITS

A good commander knows when to order his troops to stand their ground, protect assets, or charge boldly into battle. Learn what it takes to command yours to victory.

BASIC MOVEMENT CONTROLS

- MOVEMENT** To move a unit, click it to select it. In the Battle Window, right-click a destination.
- ATTACK** To attack an enemy, select your units then right-click the target.
- RALLY POINTS** To set a rally point for all units produced at a structure, click the structure then right-click the location on the battlefield where you would like the units to rally.
 - ❖ To order your units to move to a location and attack any enemies on the way, select your units, tap [A], then right-click the destination.

STANCES

Order your troops to be defensive, aggressive, or somewhere in between with the stances feature. There are three stances you can choose from.

- ❖ To change the stance of a group of units, select the group, then click the Stance button on the Palantir or one of the designated shortcut keys shown below.

- AGGRESSIVE** Units gain an increase to their attack damage but receive a decrease to their armor. They auto-acquire enemies when sighted. They begin to pursue enemy units. (Shortcut key: [D])
- BATTLE** The default stance. In Battle stance, your battalions receive no bonuses or penalties. They auto-acquire enemies and fight them but return to their starting position when they are finished with combat. (Shortcut key: [E])
- HOLD GROUND** Units receive an increase to their armor but their attack damage decreases. They do not auto-acquire enemies. (Shortcut key: [G])

PLANNING MODE

The all-new planning mode allows you to queue up multiple orders to your units which are executed only on your mark.

ISSUING ORDERS

To issue orders in planning mode:

1. Press [Z] to toggle planning mode. Faint lines in the Battle Window denote planning mode orders. If you were to issue a movement order, for example, a red line would indicate the route which your troops take.
 - ❖ Yellow lines denote orders issued in planning mode before the most current order.
2. To instruct your troops to follow your orders, click EXECUTE.
 - ❖ You can also issue attack orders, formations, and stance changes in planning mode.

PATROLS

To create a patrol in planning mode:

1. Press **[Z]** to enter planning mode.
 2. Issue at least three movement orders, the last of which must connect with the starting point.
 3. Click EXECUTE. Your units begin patrolling.
- ☞ To decommission a patrol, press **[S]** to stop or simply issue your patrolling units a new order.

TIP: It's a good idea to familiarize yourself with planning mode before attempting to create patrols.

BATTALION/HORDE FORMATIONS

Many units contain multiple fighters that are controlled as a single unit. These are known as a **battalion** by the forces of good or a **horde** by the forces of evil (in this manual, the term "battalion" is used for all for simplicity). When a battalion is selected, one order given is acted on by all of the battalion's units.

FORMATION PREVIEW

Once you've amassed a considerable army of battalions of varying types, it's time to put them into a formation that makes sense for combat. The formation preview feature takes the guesswork out of organizing your battalions by automatically arranging them such that the strong units are in front, the weaker and ranged units (such as Archers) are to the rear, and both cavalry and heroes are on the flanks.

To use formation preview:

1. Click a group of battalions and/or individual units.
2. Move your mouse cursor to the place on the terrain where you want your units to form up.
3. Click and hold both mouse buttons simultaneously; a preview of your formation appears.
4. Move the mouse horizontally to rotate your formation such that it faces your preferred direction, then move the mouse vertically to change up the battle line and control the depth and width of the resulting formation.
5. Release the mouse buttons. Your battalions now automatically move to the selected destination and line up in the previewed formation.

FLANKING

Catching your opponent off guard can lead to greater rewards. By successfully flanking the enemy (or, moving around the side of your opponent to attack from the rear) your troops receive a bonus to their damage for a short period of time.

- ☞ Units receiving a flanking bonus are denoted by a small yellow flash of light.

RESOURCES

You begin a game with resources to spend on building units and structures. However, to finish the fight, you must acquire more.

To acquire more resources:

- ☞ Build a production structure such as a farm or a slaughter house.

NOTE: When deciding where to place your resource structure, notice the percentage that pops up as you mouse over the Battle Window. This percentage is tied to the large circle that changes dynamically as you move your cursor (the preview of the resource structure) around on the terrain. The circle and percentage indicate how productive your resource structure will be once it is built. This is determined by the amount of clear ground around the structure. For maximum productivity, select a location with 100%.

- ☞ If you are short of funds, you can also sell structures at a reduced price for income. To sell a structure, select it. Click the Demolish Building icon on the Palantir. The structure is sold.

COMMAND POINTS

Your Command Point limit controls the number of units that you can have on your side at any given time. Each unit you build consumes a certain number of Command Points (the exact number is found on the unit's tooltip). You can increase the number of Command Points in your Command Point limit—up to a certain point—by building resource structures (like Farms, Mallorn Trees, Mineshafts, or Tunnels, depending on what side you are playing).

- ☞ If you are unable to build more units because you have reached your Command Point limit, check to see how many resource structures you've built; if you haven't constructed very many of them, your best bet is to build more. Your current Command Point limit—and the number of Command Points you have consumed—are displayed on the lower-right side of the Palantir.

NOTE: Heroic Statues and Fortresses also provide a boost to your Command Point limit.

CREATING A HERO

Create your very own hero to lead your armies into battle across Middle-earth.

- ☞ To create a new hero, or access previously customized heroes, click MY HEROES in the Main menu.

To create a new hero:

1. Click MY HEROES in the Main menu.
 2. Click NEW HERO in the My Heroes screen. The Hero Class screen appears.
 3. Select a hero class (WIZARD, DWARF, SERVANT OF SAURON, etc.) then select an appropriate sub-class (WANDERER, SAGE, TROLL, etc.) and click NEXT. The Customize Appearance screen appears.
 4. Give your hero a name, then customize his or her armor, clothing, and weapon by clicking the arrows next to the appropriate options.
- ☞ To select a random configuration, click RANDOMIZE.

- ◆ To adjust the color of your hero's clothing, slide the cursor through the color palette at the bottom of the screen.
- 5. To customize your hero's attributes, click NEXT. You are given a number of attribute points which you can spend on improving your character's armor, power, health, heal rate, 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. Select the special abilities which your hero receives each time he or she increases in level. When you are finished, click DONE. Your hero is created.

NOTE: When selecting powers, you may only choose Level 1 powers in the first two slots. Level 3 powers are unlocked after you have chosen your first two slots. Level 7 powers are unlocked once you have filled your first six slots. Level 10 powers are only available after you have filled your first nine slots.

To customize an existing hero:

1. Click APPEARANCE in the My Heroes screen, then CUSTOMIZE to edit a previously-saved hero's look and attributes. Adjust armor, clothing, and weaponry by clicking the arrows next to the appropriate options, then click NEXT to adjust abilities (for more information, see above). When you are finished, click DONE.
2. Click POWERS in the My Heroes screen, then CUSTOMIZE to change the type and order of powers your hero receives as he levels up. When you are finished, click DONE.

NOTE: Clicking the STATS and AWARDS tabs allows you to see your hero's statistics and any awards he or she may have unlocked.

- ◆ To use your hero, select him or her in the Hero drop down menu in the Skirmish and Multiplayer Setup screen. Once in the game, select your Fortress then select your custom hero from the Heroes menu.

NOTE: When you create a hero they are automatically aligned with either the good or evil side of the fight. You cannot play an evil character on the side of good, or vice versa. Heroes of the West, Elves, and Dwarves fight on the good side, while Servants of Sauron and Corrupted Men fight on the evil side. Wizards are the one exception. They can fight on both sides.

SAVING AND LOADING

You can save games through the Pause menu and load games through the Pause menu or Main 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 or press [ESC] in game, then click LOAD GAME. Select a saved game from the list and click LOAD.
- ◆ To save a game in progress, press [ESC] or click the key button on the Palantir to open the Pause menu, then click SAVE. Type in a name for your new saved game or select a saved game on the list to overwrite then click SAVE.

GAME MODES

From campaign-oriented single player games to multiplayer skirmishes to a deep, turn-based War of the Ring mode, the options for deciding the fate of The Third Age are endless. How will you win the battle for Middle-earth?

SOLO PLAY

Fight the war in the north and other unseen battles of Middle-earth.

CAMPAIGN

When Aragorn revealed himself to The Dark Lord Sauron as the rightful heir of Gondor, Mordor put into motion plans for total conquest of Middle-earth. Although the crux of this assault was to be waged at Minas Tirith, Sauron also ordered forces to crush the Elven and Dwarven strongholds in the northern regions of Middle-earth. These little-known battles were every bit as epic as their southern counterparts, and they took the fortitude and conviction of countless heroes, whose stories have finally come to light.

As The Dark Lord's forces issued forth from Mordor, Sauron's northern troops advanced on their appointed targets. Armies of Dol Guldur marched with relentless certainty on the Elven woods of Lothlorien and Mirkwood. Eastern allies prepared for a great battle with the Men of Dale and the Dwarves of Erebor. Goblins descended from the Misty Mountains. At these desperate hours, the hopes of the forces of good are meager, but their convictions are resolute. In the battle for Middle-earth, all eyes have suddenly turned to the War in the North.

To start a good or evil campaign:

1. Click SOLO PLAY in the Main menu.
2. To lead the forces of light, click GOOD CAMPAIGN. To lead the forces of darkness, click EVIL CAMPAIGN.
3. Set the difficulty level. Gameplay begins.

SKIRMISH MODE

Skirmishes are single player battles which pit you against one or more computer-controlled opponents.

- ◆ To begin a skirmish, click SOLO PLAY in the Main menu, then click SKIRMISH. The Skirmish Setup screen appears.

The maximum number of players that can appear on the map.

Select a map from the scrolling menu.

Select the difficulty level of the AI.

Select your army's starting location by clicking one of the points here.

Adjust your handicap or that of your opponent.

View your profile's stats, or choose to create, change, or delete a profile.

Skirmishes can be played with up to seven additional AI. Any slots that are not being controlled by the AI are marked CLOSED.

- ❖ Creating a profile allows the game to collect gameplay statistics. To view your stats, click PROFILE, then click PROFILE STATS.
- ❖ You can place your army's starting location on the map prior to beginning the Skirmish. To do so, click one of the start points on the currently displayed map.
- ❖ Handicap allows you to balance gameplay between two unevenly matched opponents. A negative handicap decreases attacks and the severity of damage.
- ❖ When you are ready to begin gameplay, click PLAY.

MULTIPLAYER

Take the war for Middle-earth online with a variety of multiplayer skirmishes or a one-on-one War of the Ring mode battle.

ONLINE

TO ACCESS ONLINE FEATURES, YOU MUST REGISTER THIS GAME WITH THE ENCLOSED SINGLE USER REGISTRATION CODE. ONLY ONE USER MAY REGISTER THIS GAME. INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS AND FEATURE UPDATES CAN BE FOUND AT www.eagames.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.eagames.com.

- ❖ To start an online multiplayer game, select MULTIPLAYER, then ONLINE in the Main menu.
- ❖ To create a new Online account, click REGISTER.
- ❖ To view the online Terms of Service agreement, click SERVICE TERMS.

NOTE: Please read the online Terms of Service carefully. EA reserves the right to delete the account of anyone found to be non-compliant with the online Terms of Service. Persons with abnormally high disconnect stats may be removed from Ladder & Tournament Competition without notice.

- ❖ To login, enter your account name, nickname, and password, then click LOGIN.

ONLINE HOME

From the Online home, you can find a Tournament Game, set up an Open Play match, engage in a War of the Ring campaign, or view your online player stats. (For more information, see *War of the Ring Mode* on p. 53.)

TOURNAMENT

Clicking TOURNAMENT attempts to find the most evenly matched opponent for you based on closest ping and skill level.

- ❖ To prepare for your Tournament match, set the number of players in the game, your house color, the side you wish to play, and your desired connection speed, then click JOIN GAME.
- ❖ To expand the search if the Tournament fails to find a suitable opponent, click WIDEN SEARCH. This disables all filters for closest ping and skill level. You are matched with anyone available.

NOTE: All Tournament games are recorded to the EA *The Lord of the Rings, The Battle for Middle-earth II* ladders. Click the Official Ladders link to view your ranking.

OPEN PLAY

Create a custom game, join a game, or switch game lobbies from the Open Play screen.

- ❖ To jump to a different lobby, select a name from the Lobby drop-down list.

NOTE: Overall profile statistics are not tabulated for Open Play matches; however, Create a Hero statistics are tabulated and added to that hero's experience.

To join a custom match:

1. Highlight a match in the game lobby, then click JOIN GAME.
2. Choose your color, army, and team in the Game Options screen.
3. To notify other players that you're ready, click the READY box.
4. When the host decides that the game is ready, the game begins.

To create a custom match:

1. Select CREATE GAME.
2. Enter the name of the game.
3. If you want to have a password for the game, enter it in the space provided.
4. Choose your color, army, and team in the Game Options screen.
5. To select a different map, scroll through the map list and highlight the desired map. Next to each map's name is the maximum number of players that can play on the map. Official maps are denoted by a Star icon, while player made maps are denoted by a Hammer icon.
6. To start the game, click PLAY GAME. When the timer counts down, you begin the game.

LADDERS

All Quick Match games are recorded on the official *The Lord of the Rings, The Battle for Middle-earth II* ladders.

NOTE: In two player team games (four players total), participants must finish the match in order to record their Level stats. The game sends win results to the official two vs. two ladder for both team members if one player is destroyed but the other ends up winning the entire match.

BEACONS

In multiplayer games, you can use beacons to identify rally points, weaknesses in the enemy's position, or resources for your allies to gather. When you place a beacon on the map, only your allies and observers of the game can see it.

- ❖ To place a beacon, press **CONTROL** + **B**, then click the location where you wish to place it.

NETWORK PLAY

The Lord of the Rings, The Battle for Middle-earth II lets you match wits and armies across a Local Area Network.

- ❖ To begin a network play game, click MULTIPLAYER in the Main menu, then click NETWORK.
- ❖ To set up a network play game, follow the same basic procedures as starting a skirmish or War of the Ring match. (For more information, see *Skirmish Mode* on p. 13 or *War of the Ring Mode* on p. 53.)

REPLAYS

When you successfully complete a multiplayer game, you may choose to save a replay of the game to your hard drive.

- ❖ To load a replay, click MULTIPLAYER in the Main menu, then click REPLAYS.

UNITS, STRUCTURES, POWERS, AND UPGRADES

In *The Lord of the Rings: The Battle for Middle-earth II*, there is a wealth of strategic structures, units, and powers available for you to utilize, many of which have their own unique upgrades. Below is more information on the pawns of battle at your disposal.

UNIT UPGRADES

Most units can be upgraded with various items, including advanced weapons and armor.

❖ To upgrade a unit, you must first research the upgrade at a specific faction structure. Select the proper building and click the icon representing that upgrade. The cost is deducted from your funds and the upgrade is researched. You can then select the respective battalion or horde you wish to receive the upgrade, then purchase the upgrade by clicking the upgrade icon in the Palantir.

NOTE: Even if you have researched an upgrade, the structure must remain in play for you to purchase the upgrade on units. If the structure becomes destroyed, you must rebuild the structure before you can upgrade the units again. Once you have done so, the upgrade is available to you once more (you do not need to re-research the upgrade).

MEN OF THE WEST

UNITS OF THE WEST

	Builder This loyal craftsman of Gondor can build a wide variety of structures.	Shortcut: L
	Gondor Soldier When gathered in formation, the soldiers of Gondor are a stout fighting force.	Shortcut: D
	Gondor Tower Guard Gondor Tower Guards focus their skill on spearing monsters and enemy calvary.	Shortcut: T
	Gondor Archer Archers of Gondor can work well with a group of soldiers or on their own. They are accurate and persistent.	Shortcut: C
	Gondor Knight These champions of the West can crush opponents when moving at full speed.	Shortcut: K

	Ithilien Ranger These elite archers become invisible in wooded areas and can fire a volley of arrows anywhere on the map. ❖ You can only train Ithilien Rangers at a Level 2 Archery Range.	Shortcut: R
	Rohirrim The elite horsemen of Rohan can swap between bows and pikes. Rohirrim can crush the opposition when moving at full speed. ❖ You can only train Rohirrim at a Level 2 Stables.	Shortcut: R
	Trebuchet A Trebuchet can hurl a large stone or flaming projectile long distances.	Shortcut: R

BUILDINGS OF THE WEST

	Farm The Farm generates a continuous amount of resources which can be spent to expand your army and base. Your Command Point limit increases by 50 with each Farm.	Shortcut: R
	Barracks The footmen of the West receive their training at the Barracks. You can produce Soldiers and Tower Guards in quantity here with sufficient resources.	Shortcut: C
	Archery Range The Archery Range produces the West's able Archers and the Fire Arrows upgrade. ❖ You can only train Ithilien Rangers at a Level 2 Archery Range.	Shortcut: Y
	Stables From the Stables come the shining Knights of Gondor and the elite Riders of Rohan. ❖ You can only train Rohirrim at a Level 2 Stables.	Shortcut: A
	Siege Works The Siege Works is the source of Trebuchets, which can hurl the masonry of Gondor against advancing forces. ❖ You can only research Fire Stones at a Level 2 Siege Works.	Shortcut: G
	Battle Tower The Battle Tower automatically fires arrows at nearby enemies and can be garrisoned with Archers for greater damage.	Shortcut: T
	Well Units near the Well automatically heal when not under attack.	Shortcut: L



Heroic Statue

Shortcut: **[I]**

Units rallying near the Heroic Statue receive a boost to their armor and damage output. The statue also increases your Command Point limit by 10.



Blacksmith

Shortcut: **[K]**

The Blacksmith can research several unit upgrades, including Forged Blades and Heavy Armor.

- ⚙ You can only research Forged Blades at a Level 2 Blacksmith.
- ⚙ You can only research Heavy Armor at a Level 3 Blacksmith.



Marketplace

Shortcut: **[M]**

Improve your economy and reduce upgrade costs by building a Marketplace.



Fortress

Shortcut: **[F]**

The Fortress is the heart of the West's base. Customize it with a variety of improvements and expansions. Builders and heroes can also be recruited from the Fortress.



Wall Hub

Shortcut: **[W]**

Wall Hubs allow you to expand your castle walls.

FORTRESS EXPANSIONS OF THE WEST



Trebuchet

Shortcut: **[T]**

The Trebuchet hurls heavy stones at incoming enemies and can be upgraded with Flaming Munitions.



Arrow Tower

Shortcut: **[R]**

The Arrow Tower automatically fires arrows at incoming enemies and can be upgraded with Flaming Munitions.



Dormitory

Shortcut: **[D]**

These fortified structures can be garrisoned for protection and increase your Command Point limit by 25.



Wall Hub

Shortcut: **[W]**

Wall Hubs allow the player to expand their castle walls.

FORTRESS UPGRADES OF THE WEST



Boiling Oil

Shortcut: **[L]**

When your armies tip this bubbling cauldron, burning oil spills out of all four sides of the Fortress and onto enemy troops.



Flaming Munitions

Shortcut: **[F]**

Upgrade your Trebuchets and Battle Towers with fiery projectiles that inflict greater damage on your enemies.



Numenorian Stonework

Shortcut: **[T]**

The masons of Numenor can lend their skills to further fortify your Fortress and walls.

- ⚙ Numenorian Stonework is a prerequisite to building the Ivory Tower.



Banners

Shortcut: **[N]**

Banners reduce the resource cost and recruitment time to build units from the West's Fortress. They also grant an experience bonus to nearby troops.



House of Healing

Shortcut: **[G]**

This small structure heals all nearby battalions to full capacity.



Ivory Tower

Shortcut: **[V]**

The Ivory Tower increases the vision range of your Fortress and grants you a special vision power.

- ⚙ You must have Numenorian Stonework to build an Ivory Tower.

WALL UPGRADES OF THE WEST



Arrow Tower

Shortcut: **[R]**

The Arrow Tower automatically fires arrows at incoming enemies.



Trebuchet

Shortcut: **[T]**

The Trebuchet hurls heavy stones 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 Men of the West to continue expanding their castle walls.

UNIT UPGRADES OF THE WEST**Banner Carrier**Shortcut: **N**

The Banner Carrier displays the veterancy of your units and grants all troops in the battalion healing bonuses.

- ✦ Banner carriers must be researched at the Blacksmith.
- ✦ You can only equip the Banner Carrier on a Level 1 battalion.

**Fire Stones**Shortcut: **T**

When equipped, the Trebuchets of the West hurl flaming boulders at nearby enemies.

- ✦ Fire Stones must be researched at a Level 2 Siege Works.

**Fire Arrows**Shortcut: **W**

Fire Arrows greatly increase the damage dealt to structures and enemy units.

- ✦ Fire Arrows must be researched at a Level 2 Archery Range.

**Forged Blades**Shortcut: **L**

The smiths of the West can deliver these weapons, tempered in fire, to eager soldiers in the field.

- ✦ Forged Blades must be researched at a Level 2 Blacksmith.

**Heavy Armor**Shortcut: **V**

Clad in Heavy Armor, the soldiers of the West become as sturdy as the walls of their Fortresses.

- ✦ Heavy Armor must be researched at a Level 3 Blacksmith.

ELVES**ELVEN UNITS****Builder**Shortcut: **L**

These devoted workers of Lorien construct buildings.

**Lorien Warrior**Shortcut: **W**

The nimble Lorien Warrior wields sword and shield in battle.

**Lorien Archer**Shortcut: **A**

Lorien Archers can pick off enemy units from a distance. They are a formidable force when combined with Lorien Warriors.

**Mithlond Sentry**Shortcut: **M**

Guarding the sacred Elven port of the Grey Havens, the Mithlond Sentry can stop enemy cavalry and monsters in their tracks.

**Mirkwood Archer**Shortcut: **K**

These elite Elven archers specialize in stealth and have a devastatingly long firing range.

- ✦ You can only train Mirkwood Archers at a Level 3 Elven Barracks.

**Rivendell Lancer**Shortcut: **L**

This brave soldier of Rivendell rides on horseback, carrying a mighty lance and trampling enemies when at full speed.

**Ent**Shortcut: **N**

The mighty Ent can crush his enemy with melee attacks or throw boulders from afar.

ELVEN BUILDINGS**Mallorn Tree**Shortcut: **R**

This beautiful tree generates resources for the Elven faction. Your Command Point limit increases by 50 with each Mallorn Tree.

**Elven Barracks**Shortcut: **C**

The Elven Barracks trains Elven infantry units including Lorien Warriors, Lorien Archers, and Mirkwood Archers.

- ✦ You can only train Mirkwood Archers at a Level 3 Elven Barracks.

**Green Pasture**Shortcut: **A**

This Elven structure trains the Rivendell Lancers.

**Ent Moot**Shortcut: **M**

The Ent Moot allows the Elves to recruit Ent allies to the battle. The unique hero Treebeard can also be recruited from the Ent Moot.

**Heroic Statue**Shortcut: **I**

Units rallying near the Heroic Statue receive a boost to their armor and damage output. The statue also increases your Command Point limit by 10.

**Battle Tower**Shortcut: **L**

The Battle Tower is a defensive structure that can be garrisoned with Elven archers.

**Mirror of Galadriel**Shortcut: **D**

The mirror provides healing bonuses to nearby troops.

**Eregion Forge**Shortcut: **G**

The forge enables the research of Elven troop upgrades including Elven Armor, Forged Blades, and Silverthorne Arrows.

**Fortress**Shortcut: **F**

The Fortress is the center of an Elven base. You can customize it with a variety of improvements and expansions. Builders and heroes are recruited from the Fortress.

**Wall Hub**Shortcut: **W**

Wall Hubs allow you to expand your castle walls.

ELVEN FORTRESS EXPANSIONS**Watchtower**Shortcut: **R**

Add this tower to your Fortress to provide a vantage point for shooting arrows at approaching enemy troops.

**Vigilant Ent**Shortcut: **V**

This Ent protector hurls boulders at nearby enemies.

**Floodgate**Shortcut: **F**

When opened, the Floodgate spills rushing water that causes damage to enemies and quenches nearby fires.

**Wall Hub**Shortcut: **W**

Wall Hubs allow you to expand your castle walls.

ELVEN FORTRESS UPGRADES**Encasing Vines**Shortcut: **V**

These powerful vines wrap around your Fortress and help protect it from damage.

❖ Encasing Vines are a prerequisite to building the Eagle's Nest.

**Mystic Fountains**Shortcut: **M**

All units near a Fortress equipped with a Mystic Fountain heal their wounds over time.

**Blessed Mist**Shortcut: **T**

When enabled, a permanent, enshrouding mist envelops your Fortress, camouflaging nearby troops.

**Crystal Moat**Shortcut: **Y**

This moat surrounds your Fortress, preventing enemies from attacking the Fortress anywhere other than the front gate.

**Enchanted Anvil**Shortcut: **N**

This powerful anvil, much like the one used to reforge Aragon's sword Narsil, reduces the cost of Elven unit upgrades.

**Eagle's Nest**Shortcut: **G**

If you build an Eagle's Nest, one Giant Eagle may make it his home and protect your Fortress from interlopers.

❖ You must have Encasing Vines to build the Eagle's Nest.

ELVEN WALL UPGRADES**Gate**Shortcut: **G**

This primary defensive gate can be opened and closed for strategic deployment.

**Wall Hub**Shortcut: **W**

Wall Hubs allow you to expand your castle walls.

ELVEN UNIT UPGRADES



Banner Carrier

Shortcut: **N**

The Banner Carrier displays the veterancy of your units and grants all troops in the battalion healing bonuses.

- ⚙ The Banner Carrier must be researched at the Eregion Forge.
- ⚙ You can only equip a Banner Carrier on a Level 1 battalion.



Silverthorne Arrows

Shortcut: **W**

These much coveted arrows inflict extra damage and are eagerly awaited by master Elven archers.

- ⚙ Silverthorne Arrows must be researched at a Level 3 Eregion Forge.



Forged Blades

Shortcut: **L**

These elegant blades provide the Elven melee units with a boost in damage.

- ⚙ Forged Blades must be researched at a Level 2 Eregion Forge.



Elven Armor

Shortcut: **V**

This rare form of armor is greatly prized among Elven troops for its superior design and protection on the battlefield.

- ⚙ Elven Armor must be researched at the Eregion Forge.

DWARVES

DWARVEN UNITS



Builder

Shortcut: **L**

These hearty Dwarfven workers construct buildings.



Guardian

Shortcut: **G**

A shining example of Dwarfven courage, this stout warrior defends the mighty halls of his ancestors with his trusty axe and shield.



Axe Thrower

Shortcut: **X**

The standard ranged unit of the Dwarfven army, the Axe Thrower is a lethal foe at short range.



Phalanx

Shortcut: **P**

Equipped with a deadly pike, the Dwarfven Phalanx has a focused purpose to stop enemy cavalry and monsters.



Battlewagon

Shortcut: **W**

You can outfit the back of the Battlewagon with Men of Dale, morale-boosting banners, a Hearth to provide healing, or even fearsome Axe Throwers. The Battlewagon can also launch flammable Oil Casks onto the battlefield.



Men of Dale

Shortcut: **L**

These human archers have allied with the Dwarves in a quest to defend their homeland from the forces of darkness.

- ⚙ You can only train the Men of Dale at a Level 2 Archery Range.



Demolisher

Shortcut: **R**

The Demolisher can breach the staunchest of barricades and, when deployed, the armor built into it affords the crew a measure of protection against arrows and other anti-siege weaponry.

- ⚙ You can only build a Demolisher at a Level 2 Forge Works.



Iron Hills Catapult

Shortcut: **C**

This side-firing catapult can launch two separate projectiles at once.

- ⚙ You can only build a Catapult at a Level 2 Forge Works.

DWARVEN BUILDINGS



Mine Shaft

Shortcut: **T**

The Mine Shaft generates resources and provides access to the Dwarfven tunnel network. Your Command Point limit increases by 50 with each Mine Shaft.



Hall of Warriors

Shortcut: **R**

The mighty Hall of Warriors trains Dwarfven Guardians and Phalanxes.



Archery Range

Shortcut: **Y**

The Archery Range trains the Axe Throwers and the elite Men of Dale, who can be equipped with deadly Fire Arrows.

- ⚙ You can only train Men of Dale at a Level 2 Archery Range.
- ⚙ You can only research Fire Arrows at a Level 2 Archery Range.



Forge Works

Shortcut: **G**

Dwarven siege units, including the Catapult, Demolisher, and Battlewagon, are built at the Forge Works. Dwarven unit upgrades are also researched at the Forge Works.

- ✦ You can only build Demolishers and Catapults at a Level 2 Forge Works.
- ✦ You can only research Forged Blades at a Level 2 Forge Works.
- ✦ You can only research Siege Hammers, Mithril Mail, and Flaming Shots at a Level 3 Forge Works.



Battle Tower

Shortcut: **L**

This tower hurls axes at approaching enemy units and can be garrisoned with ranged units for increased damage output.



Hearth

Shortcut: **A**

The Hearth provides healing bonuses to any troops in the nearby area.



Heroic Statue

Shortcut: **I**

Units rallying near the Heroic Statue receive a boost to their armor and damage output. The statue also increases your Command Point limit by 10.



Fortress

Shortcut: **F**

The Fortress is the center of a Dwarven base. You can customize it with a variety of improvements and expansions. Builders and heroes are recruited from the Fortress.



Wall Hub

Shortcut: **W**

Wall Hubs allow you to expand your castle walls.

DWARVEN FORTRESS EXPANSIONS



Catapult

Shortcut: **C**

Embedded catapult hurls heavy stones at incoming enemies and can be upgraded with Masterwork Munitions.



Axe Tower

Shortcut: **X**

The Axe Tower automatically fires axes at incoming enemies and can be upgraded with Masterwork Munitions.



Hall

Shortcut: **L**

The Hall is a fortified bunker that you can garrison for protection.

DWARVEN FORTRESS UPGRADES



Dwarven Stonework

Shortcut: **T**

The legendary Dwarves of old were masters of masonry. With this upgrade, the Dwarves can further fortify their Fortress walls.

- ✦ Dwarven Stonework is a prerequisite for building the Mighty Catapult.



Oil Casks

Shortcut: **I**

With the Oil Cask upgrade, several Dwarves drop casks of oils from all four sides of your Fortress, igniting and damaging your enemy.



Banners

Shortcut: **N**

Banners reduce the cost and time to recruit units from this Fortress and grant an experience bonus to nearby troops.



Masterwork Munitions

Shortcut: **M**

Upgrade your Fortress Catapults with fiery projectiles and forge the blades of your Fortress Axe Towers, inflicting greater damage on your enemies.



Siege Kegs

Shortcut: **K**

These ale kegs and stacks of grain supply your armies with the goods they need to resist a long siege. Siege Kegs heal troops surrounding the Fortress back to full capacity.



Mighty Catapult

Shortcut: **C**

With this giant catapult the Dwarves can fire a large number of flaming rocks at their enemies.

- ✦ The Mighty Catapult requires the Dwarven Stonework upgrade.

DWARVEN WALL UPGRADES



Axe Tower

Shortcut: **X**

The Axe Tower automatically fires axes at incoming enemies.



Wall Catapult

Shortcut: **C**

The Wall Catapult hurls heavy stones at incoming enemies. This catapult fires two shots at once.



Postern Gate

Shortcut: **P**

The Postern Gate is a hidden 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 you to expand your castle walls.

DWARVEN UNIT UPGRADES**Banner Carrier**Shortcut: **N**

The Banner Carrier displays the veterancy of your units and grants all troops in the battalion healing bonuses.

- ◆ The Banner Carrier must be researched in the Hall of Warriors.
- ◆ You can only equip a Banner Carrier on a Level 1 battalion.

**Flaming Shot**Shortcut: **T**

When equipped, the Dwarven Catapult hurls flaming boulders at nearby enemies.

- ◆ Flaming Shots must be researched at Level 3 Forge Works.

**Fire Arrows**Shortcut: **W**

Fire Arrows help the Men of Dale dispatch enemies more quickly.

- ◆ Fire Arrows must be researched at Level 2 Archery Ranges.

**Forged Blades**Shortcut: **L**

The sturdy Dwarven blade is made deadlier with the Forged Blades upgrade.

- ◆ Forged Blades must be researched at Level 2 Forge Works.

**Siege Hammers**Shortcut: **T**

These great Dwarven hammers inflict extraordinary amounts of damage on enemy structures.

- ◆ Siege Hammers must be researched at Level 3 Forge Works.

**Mithril Mail**Shortcut: **V**

Battle-weary Dwarves can wear the legendary Mithril Mail with this upgrade.

- ◆ Mithril Mail must be researched at Level 3 Forge Works.

ISENGARD**UNITS OF ISENGARD****Builder**Shortcut: **L**

This simple minion of evil can build a wide variety of structures for Isengard.

**Uruk-hai**Shortcut: **R**

The terrible warriors of Isengard ravage anything in their path—including Orcs. They are a fearsome enemy on the battlefield.

**Uruk Pikeman**Shortcut: **P**

Armed with long spears, Uruk Pikemen can skewer opposing cavalry even while charging.

**Uruk Crossbowman**Shortcut: **C**

Uruk Crossbowmen can launch piercing iron bolts over long distances.

**Berserker**Shortcut: **K**

These mighty fighters wield two-handed swords and can also light mines with their torches.

- ◆ You can only train Berserkers at a Level 2 Uruk Pit.

**Wild Men of Dunland**Shortcut: **W**

These corrupted warriors were recruited by Saruman to scourge the land of Rohan.

- ◆ The Wild Men of Dunland can only be recruited from an Inn or summoned by using their respective Power.

**Warg Riders**Shortcut: **W**

The thunder of the Warg Riders can terrify even the stoutest of soldiers.

**Battering Ram**Shortcut: **R**

A crew of Uruks mans a Battering Ram, which can pound even the strongest structures or castle gates.

**Explosive Mine**Shortcut: **M**

When detonated by a Berserker next to a wall or gate, the Explosive Mine can turn the tide of battle in an instant. Berserkers must light their torch and touch the mine after the mine carriers have set the mine upon the ground. Fire Arrows can also set off this bomb.

- ◆ You can only build Explosive Mines at a Level 2 Siege Works.

**Ballista**Shortcut: **L**

When fired, the Ballista releases a huge arrow that can lay waste to its target. It is especially useful against structures and castle walls.

⚙ You can only build a Ballista at a Level 3 Siege Works.

**Siege Ladder**

Two-man crews carry this ladder up to tall walls so that Uruks may climb to the top.

⚙ The Siege Ladder is only available in specific missions during the game.

BUILDINGS OF ISENGARD**Furnace**Shortcut: **C**

The Furnace generates resources for the Isengard faction. Your Command Point limit increases by 50 with each Furnace.

**Lumber Mill**Shortcut: **U**

The trees near a Lumber Mill can be harvested for resources. The Lumber Mill is dependent upon Orc laborers, not land area, for their resource output efficiency.

**Uruk Pit**Shortcut: **T**

From these seething cauldrons come the dreaded Uruk Warriors, Pikemen, Berserkers, and Crossbowmen.

⚙ You can only train Berserkers at a Level 2 Uruk Pit.

**Warg Pit**Shortcut: **R**

Out of these pits come the nasty Warg Riders who thunder across the lands of Middle-earth.

**Siege Works**Shortcut: **G**

This efficient factory manufactures Battering Rams, Explosive Mines, and Ballistae.

⚙ You can only build Explosive Mines at a Level 2 Siege Works.

⚙ You can only build a Ballista at a Level 3 Siege Works.

**Lookout Tower**Shortcut: **L**

This defensive tower fires arrows at nearby enemies and can be garrisoned with Crossbowmen for greater damage output.

**Warg Sentry**Shortcut: **Y**

This defensive Warg attacks enemies that come within its range.

**Armory**Shortcut: **A**

The Armory provides Isengard unit upgrades such as Heavy Armor, Forged Blades, and Flaming Arrows.

⚙ You can only research Heavy Armor and Forged Blades at a Level 2 Armory.

⚙ You can only research Fire Arrows at a Level 3 Armory.

**Fortress**Shortcut: **F**

The Fortress is the center of the Isengard base. You can customize it with a variety of improvements and expansions. Builders and heroes are recruited from the Fortress.

**Wall Hub**Shortcut: **W**

Wall Hubs allow you to expand your castle walls.

FORTRESS EXPANSIONS OF ISENGARD**Ballista**Shortcut: **L**

The Ballista emplacement launches giant steel bolts at incoming enemies.

**Arrow Tower**Shortcut: **R**

This fearsome tower fires arrows at enemies who dare to approach it. You can upgrade it with Orcfire Munitions.

**Mine Launcher**Shortcut: **M**

The loathsome Mine Launcher hurls explosive mines to ignite and damage the enemy.

**Wall Hub**Shortcut: **W**

Wall Hubs allow you to expand your castle walls.

FORTRESS UPGRADES OF ISENGARD**Iron Plating**Shortcut: **I**

From deep within Isengard's fiery forges comes the Iron Plating upgrade which affords the Isengard Fortress greater protection from enemy assaults.

⚙ Iron Plating is a prerequisite to the Wizard's Tower.

**Excavations**Shortcut: **X**

When Isengard's armies receive orders to begin Excavations, they erect scaffolding and descend into pits with cranes and pulleys attached. Excavations reduce the cost of Isengard Structures and Walls.

**Murder of Crows**Shortcut: **C**

Ordering a flock of crows on patrol increases the vision range of the Fortress. Crows also add a permanent stealth detection radius around the Fortress.

**Orcfire Munitions**Shortcut: **F**

Orcfire Munitions upgrade your Arrow Tower expansions with fiery projectiles.

**Burning Forges**Shortcut: **N**

The Burning Forge builds the coveted Uruk-hai square sword and reduces the cost of Isengard unit upgrades.

**Wizard's Tower**Shortcut: **W**

The Wizard's Tower can shoot a lightning bolt out of the sky at a radius surrounding the Fortress. This lightning bolt does fire damage to any troops in the vicinity.

⚡ You must have Iron Plating in order to build the Wizard's Tower.

WALL UPGRADES OF ISENGARD

**Gate**Shortcut: **G**

This primary defensive gate can be opened and closed for strategic deployment.

**Wall Hub**Shortcut: **W**

Wall Hubs allow you to expand your castle walls.

UNIT UPGRADES OF ISENGARD

**Banner Carrier**Shortcut: **N**

The Banner Carrier displays the veterancy of your units and grants all troops in the horde healing bonuses.

⚡ The Banner Carrier must be researched in the Armory.
⚡ You can only equip a Banner Carrier on a Level 1 horde.

**Torches**Shortcut: **T**

When equipped with Torches, the Wild Men of Dunland are fierce opponents with both weapon and fire.

⚡ Torches can automatically be purchased without having to be researched.

**Heavy Armor**Shortcut: **V**

Warriors wearing Heavy Armor are tougher to defeat by no small measure.

⚡ Heavy Armor must be researched at a Level 2 Armory.

**Forged Blades**Shortcut: **L**

The enemies of Isengard have come to fear its forces armed with Forged Blades.

⚡ Forged Blades must be researched at a Level 2 Armory.

**Fire Arrows**Shortcut: **W**

Uruk Crossbowmen eagerly await the arrival of Fire Arrows to their horde to increase their damage against Ents and structures.

⚡ Fire Arrows must be researched at a Level 3 Armory.

MORDOR

UNITS OF MORDOR

**Builder**Shortcut: **L**

This simple minion of evil can build a wide variety of structures for Mordor.

**Orc Warrior**Shortcut: **W**

Orc Warriors may be weak when faced with battle individually, but in numbers they possess far greater strength.

**Orc Archer**Shortcut: **A**

Although they are not gifted bowmen, Orc Archers can nonetheless inflict damage when protected by their melee brethren.

**Easterlings**Shortcut: **T**

The Easterlings are vicious pikemen that gain pleasure from skewering enemy cavalry and monsters.

**Haradrim Archers**Shortcut: **A**

The elite Haradrim Archers can cause great damage on the ground or from the back of a Mumakil.

⚡ You can only train Haradrim Archers at a Level 2 Haradrim Palace.

**Corsairs of Umbar**Shortcut: **C**

These sea-faring pirates are fierce warriors that can swap their knives for ranged firebombs.



Mountain Troll

Shortcut: **M**

This versatile beast can pick up trees or rocks to use as weapons in battle. They can also eat fellow Orcs to regain health.



Drummer Troll

Shortcut: **D**

This variety of Troll carries a drum into battle. By keeping a steady beat, it provides a boost to all nearby units. When in danger, a Drummer Troll can use its drumsticks to fight back.

❖ You can only train Drummer Trolls at a Level 2 Troll Cage.



Attack Troll

Shortcut: **T**

This elite Troll comes equipped with a spiked mace and armor, causing devastating fear in its enemies.

❖ You can only train Attack Trolls at a Level 3 Troll Cage.



Mumakil

Shortcut: **M**

These large beasts carry Haradrim Archers on their backs, swinging their massive tusks to cause severe damage to structures. When hurt with flames, beware the Mumakil's rampage.



Battering Ram

Shortcut: **R**

The Battering Ram is Mordor's first solution to breaking into enemy castles, causing excellent damage against enemy structures and gates.



Catapult

Shortcut: **C**

A Catapult can launch flaming projectiles to level enemy structures, and can also fire human heads to cause foes to flee in terror.

❖ You can only build Catapults at a Level 2 Great Siege Works.



Siege Tower

The Siege Tower is powered on the battlefield by two Trolls. Up against a defensive wall, the Siege Tower becomes the gateway to a Mordor invasion. The Siege Tower can only be constructed on specific missions.

BUILDINGS OF MORDOR



Slaughter House

Shortcut: **R**

The Slaughter House generates resources for the Mordor faction. Your Command Point limit increases by 50 with each Slaughter House.

❖ To generate more resources, you can even sacrifice your Orcs into the Slaughter House.



Lumber Mill

Shortcut: **U**

The trees near a Lumber Mill can be harvested for resources. The Lumber Mill is dependent upon Orc laborers, not land area, for their resource output efficiency.



Orc Pit

Shortcut: **C**

From these wretched creases come Orc Warriors and Orc Archers, along with the Banner Carrier upgrade.

❖ You can only research the Banner Carrier at a Level 2 Orc Pit.



Haradrim Palace

Shortcut: **D**

The Haradrim and Easterlings train at the Haradrim Palace.

❖ You can only train Haradrim Archers at a Level 2 Haradrim Palace.



Troll Cages

Shortcut: **T**

Troll Cages are breeding grounds for the relentless Trolls.

❖ You can only train Drummer Trolls at a Level 2 Troll Cage.

❖ You can only train Attack Trolls at a Level 3 Troll Cage.



Great Siege Works

Shortcut: **G**

The most powerful machines of war come from the Great Siege Works of Mordor. This structure manufactures the Battering Ram and Catapult.

❖ You can only build Catapults at a Level 2 Great Siege Works.



Mumakil Pen

Shortcut: **M**

These great beasts of the battlefield are birthed and grown at the Mumakil pen. Beware of Mumakil that have been lit afire.



Tavern

Shortcut: **V**

The Tavern allows for the recruitment of the Corsairs of Umbar and the research of Mordor unit upgrades.

❖ You can only research Forged Blades at a Level 2 Tavern.

❖ You can only research Fire Arrows at a Level 3 Tavern.



Battle Tower

Shortcut: **L**

This short range defensive tower fires arrows at incoming enemies.



Fortress

Shortcut: **F**

The Fortress is the center of a Mordor base. You can customize it with a variety of improvements and expansions. Builders and heroes are recruited from the Fortress.

FORTRESS EXPANSIONS OF MORDOR



Catapult

Shortcut: **C**

This loathsome machine of Mordor hurls heavy stones at incoming enemies.



Barricade

Shortcut: **R**

Several Orc Archers hide in the ruins of this Fortress Barricade, shooting at any enemies within range.



Gate Watchers

Shortcut: **W**

This three-headed guardian of Cirith Ungol perches in front of your Fortress, blasting utter terror in the hearts of any enemies that dare approach.

FORTRESS UPGRADES OF MORDOR



Lava Moat

Shortcut: **V**

This burning moat surrounds the Mordor Fortress, preventing melee enemies from attacking anywhere other than the front gate.



Magma Cauldrons

Shortcut: **M**

When the armies of Mordor tip this boiling cauldron, burning magma spills out onto nearby enemy troops.



Morgul Sorcery

Shortcut: **C**

The power of this sorcery provides additional armor and protection to your Fortress.

⚡ Morgul Sorcery is a prerequisite for the Gorgoroth Spire.



Flaming Munitions

Shortcut: **F**

The Fortress of Mordor is grateful for the Flaming Munitions upgrade, which equip its Barricades and Catapults with fiery projectiles.



Doom Pyres

Shortcut: **D**

These great brass braziers on the corners of the Fortress fuel the speed of Mordor armies. They reduce the time it takes to create units and revive their leaders.



Gorgoroth Spire

Shortcut: **G**

The Gorgoroth Spire is a large tower at the center of a Mordor Fortress which can shoot a volcanic fireball. When the fireball hits the ground it explodes, inflicting fire damage on all nearby units.

⚡ You must have Morgul Sorcery to build the Gorgoroth Spire.

UNIT UPGRADES OF MORDOR



Banner Carrier

Shortcut: **N**

The Banner Carrier displays the veterancy of your units and grants all troops in the horde healing bonuses.

⚡ The Banner Carrier must be researched in the Level 2 Orc Pit.
⚡ You can only equip a banner carrier on a Level 1 horde.



Heavy Armor

Shortcut: **V**

Heavy Armor affords warriors much more protection on the battlefield.

⚡ Heavy Armor must be researched at the Tavern.



Forged Blades

Shortcut: **L**

Mordor forces armed with Forged Blades make for even more fearsome offensive opponents.

⚡ Forged Blades must be researched at a Level 2 Tavern.



Fire Arrows

Shortcut: **W**

Flaming Arrows from the bows of Mordor archers inflict devastating fire damage on enemy structures and units.

⚡ Fire Arrows must be researched at a Level 3 Tavern.

GOBLINS

GOBLIN UNITS



Builder

Shortcut: **L**

The Goblin builder can construct a variety of structures.



Goblin Warrior

Shortcut: **W**

These Goblin swordsmen have the special ability to climb walls and use their poisoned blades.



Goblin Archer

Shortcut: **A**

Goblin Archers are equipped with deadly bows and can fire poisoned arrows for lethal attacks.



Spiderlings

sShortcut: **L**

Emerging from the forest of Mirkwood, these eight-legged terrors can be upgraded with poison Venom Sacs.



Spider Rider

Shortcut: **R**

These elite Goblin forces are able to equip either bows or poison tipped spears.

⚡ You can only train Spider Riders at a Level 2 Spider Pit.



Half-Troll Marauder

Shortcut: **M**

These vile creatures wield fearsome pikes and are lethal against all manner of cavalry and monsters.



Cave Troll

Shortcut: **C**

These heavy, slow beasts can swing trees as clubs or throw large rocks at the enemy. When wounded, a Troll is the worry of all nearby units.

☞ You can only train Cave Trolls at a Level 2 Fissure.



Mountain Giant

Shortcut: **G**

Fabled creatures of Middle-earth, Mountain Giants are able to hurl heavy boulders at enemy structures and stomp their opponents into submission.

☞ You can only train Mountain Giants at a Level 3 Fissure.



Fire Drake

Shortcut: **F**

This dragon has not yet developed the ability of flight. However, its deadly fire blast makes it a fearsome foe.

☞ You can only summon the Fire Drake once your Fortress has the Dragon's Nest upgrade.

GOBLIN BUILDINGS



Tunnel

Shortcut: **T**

The Tunnel generates resources and provides access to the Goblin tunnel network. Your Command Point limit increases by 50 with each Tunnel.



Lumber Mill

Shortcut: **U**

The trees near a Lumber Mill can be harvested for resources. The Lumber Mill is dependent upon Orc laborers, not land area, for its resource output efficiency.



Cave

Shortcut: **C**

This infantry production building trains Goblin Warriors and Goblin Archers.



Spider Pit

Shortcut: **D**

Goblins train Spiderlings, Spider Riders, and research Venom Sacs at the Spider Pit.

☞ You can only train Spider Riders at a Level 2 Spider Pit.

☞ You can only research Venom Sacs at a Level 3 Spider Pit.



Goblin Fissure

Shortcut: **R**

Recruit Half-Troll Marauders, Cave Trolls, and Mountain Giants from the Fissure.

☞ You can only train Cave Trolls at a Level 2 Fissure.

☞ You can only train Mountain Giants at a Level 3 Fissure.



Sentry Tower

Shortcut: **Y**

This short range defensive tower fires arrows at incoming enemies.



Treasure Trove

Shortcut: **V**

The Treasure Trove allows for the research of Goblin unit upgrades including Scavenged Armor, Forged Blades, and Fire Arrows.



Fortress

Shortcut: **F**

The Fortress is the center of a Goblin base. You can customize it with a variety of improvements and expansions. Builders and heroes are recruited from the Fortress.

GOBLIN FORTRESS EXPANSIONS



Spider Holes

Shortcut: **P**

Dangerous Spiderlings spring forth from the Spider Holes and attack any nearby enemies.



Burrows

Shortcut: **R**

Burrows allow Goblin troops to enter and leave the Goblin Fortress undetected by the enemy.



Arrow Den

Shortcut: **D**

Goblin troops armed with bows automatically attack any enemies within range.



Giant Sentry

Shortcut: **G**

The Giant Sentry throws boulders at any enemy forces in the vicinity.

GOBLIN FORTRESS UPGRADES



Razor Spines

Shortcut: **R**

These nasty jagged spines damage any hostile unit coming within close range of the Fortress.



Bat Cloud

Shortcut: **C**

Ordering the Bat Cloud increases the vision range of the Fortress. The Bat Cloud also adds a permanent stealth detection radius around the Fortress.



Web Cocoon

Shortcut: **W**

This tough Web Cocoon covers the Goblin Fortress in webs, offering it additional protection from attack.

❖ The Web Cocoon is a prerequisite for the Dragon's Nest.



Fire Arrows

Shortcut: **F**

The Fire Arrows upgrade equips Arrow Dens with flaming projectiles.



Dragon's Nest

Shortcut: **D**

The Goblin Fortress, when equipped with a Dragon's Nest, can summon the Fire Drake to the battlefield.

❖ You must have a Web Cocoon in order to build a Dragon's Nest.

GOBLIN UNIT UPGRADES



Banner Carrier

Shortcut: **N**

The Banner Carrier displays the veterancy of your units and grants all troops in the horde healing bonuses.

❖ The Banner Carrier must be researched in the Treasure Trove.

❖ You can only equip a Banner Carrier on a Level 1 horde.



Scavenged Armor

Shortcut: **V**

When wearing Scavenged Armor, Goblins become a tougher force to reckon with.

❖ Scavenged Armor must be researched at the Treasure Trove.



Forged Blades

Shortcut: **L**

These blades, tempered in fire, inflict greater damage on all Goblin enemies.

❖ Forged Blades must be researched at a Level 2 Treasure Trove.



Fire Arrows

Shortcut: **W**

Flaming Arrows from the bows of Goblin Archers inflict devastating fire damage on enemies.

❖ Fire Arrows must be researched at a Level 3 Treasure Trove.



Venom Sacs

Shortcut: **V**

Goblin-allied Spiderlings, when armed with deadly Venom Sacs, are fearsome to behold on the battlefield.

❖ Venom Sacs must be researched at a Level 3 Spider Pit.

NEUTRAL STRUCTURES

There are four types of neutral structures you can capture, each with unique benefits.

❖ To capture a neutral structure, select a unit, then right-click the capture flag icon outside the structure.



Inn

Capturing the inn allows for the recruitment of a special faction unit at a discounted price.



Signal Fire

This structure, when captured, speeds up the recharge time of powers.



Outpost

This structure generates extra resources upon being captured.



Shipwright

Capturing a shipwright allows for the construction of naval units.

NOTE: There are also neutral towers that appear on certain maps which can be garrisoned. These do not need to be captured in order to use them.

NAVAL COMBAT

Once you've captured a shipwright and have enough resources, begin building your naval fleet.

- ✦ To build a ship, click the captured shipwright, then click the type of ship you wish to build.
- ✦ There are four types of ships you can create, each with unique strengths and weaknesses.

NAVAL UNITS

GOOD FACTIONS



Elven Warship

Shortcut: **W**

This ship fires heavy arrows for maximum effectiveness against enemy infantry and ships.



Elven Bombardment Ship

Shortcut: **R**

Equipped with a long-range ballista, this ship is perfectly suited for destroying enemy structures.



Elven Storm Ship

Shortcut: **S**

This ship can be rammed into an enemy ship to cause a powerful whirlpool, sucking any enemies nearby to the ocean depths.



Elven Transport

Shortcut: **T**

This defenseless transport can convoy units across large bodies of water.

EVIL FACTIONS



Corsair Black Ship

Shortcut: **C**

This ship fires heavy arrows for maximum effectiveness against enemy infantry and ships.



Corsair Bombardment Ship

Shortcut: **R**

Equipped with a long-range catapult, this ship is perfectly suited for destroying enemy structures.



Mordor Doom Ship

Shortcut: **D**

This suicide ship can be rammed into an enemy ship to cause a devastating explosion.



Umbar Transport

Shortcut: **T**

This defenseless transport can convoy units across large bodies of water.

HEROES

The larger-than-life heroes of *The Lord of the Rings™* films and books take on larger-than-life roles in the game as well.

- ✦ To 'build' a hero during gameplay, select your Fortress. Click the crown icon in the initial radial menu. Icons representing all available heroes are displayed. (**NOTE:** If you have created your own hero, he or she also appears here.) Select the icon of the hero you wish to create. The cost of creating the hero is deducted from your resources.

Heroes can be extremely valuable in combat if used properly. Certain heroes provide nearby allies with a leadership bonus, which provides an increase to their damage, armor, and experience. Heroes also possess unique special abilities which they can use in battle. Furthermore, by gaining combat experience, your hero gains new powers to use on the battlefield. To cast one of these powers, click the icon in the Palantir and then click the target in the Battle Window.

NOTE: Heroes begin each multiplayer and skirmish battle at the lowest level. As they gain experience through the course of the battle they level up, unlocking their unique skills and abilities.

HEROES OF GOOD

HEROES OF THE WEST



Théoden

Shortcut: **T**

Théoden increases the rate at which nearby units gain experience, and provides a leadership boost to nearby allies.



Éomer

Shortcut: **E**

The young captain of Rohan can inflict terrible damage through the tip of his mighty spear. All nearby horsemen receive leadership bonuses and earn resources for conquered enemies.



Éowyn

Shortcut: **Y**

The niece of Théoden is the match of any soldier in combat. Her spear can fell the dark creatures of Middle-earth.



Gandalf

Shortcut: **G**

Gandalf gains access to an arsenal of special Istari powers. Use his Word of Power to blast back surrounding enemies.



Boromir

Shortcut: **R**

Fiercely proud of his people, Boromir can blow the Horn of Gondor to inspire fear in all nearby enemies.



Aragorn

Shortcut: **A**

With a shout of Elendil, Aragorn can cause the enemy to flee in terror. He can heal nearby heroes and summon a party of Oathbreakers to fulfill a service to him.

**Faramir**Shortcut: **F**

As a Captain of Gondor, Faramir is both a ranger and a knight. He can use the bow and sword with equal skill.

**Merry and Pippin**

These Hobbits can use their Elven cloaks to become invisible when stationary.

☛ Merry and Pippin only appear when you cast the Summon Hobbits power.

**Frodo**

Frodo can use the Phial of Galadriel to scare enemy units, and his short sword Sting glows when Orcs or spiders are nearby.

☛ Frodo only appears when you cast the Summon Hobbits power.

**Sam**

Faithful Sam can use his Elven cloak to hide from enemies when stationary.

☛ Sam only appears when you cast the Summon Hobbits power.

ELVEN HEROES**Glorfindel**Shortcut: **G**

Glorfindel is one of the few Elves powerful enough to ride openly against the Ringwraiths.

**Thranduil**Shortcut: **T**

The King of Mirkwood and father of Legolas, Thranduil is both a noble warrior and a master archer.

**Elrond**Shortcut: **E**

The Master of Rivendell is a member of the White Council and father to Arwen. He is also a legendary warrior.

**Haldir**Shortcut: **H**

Haldir, a powerful archer and Elven warrior who guards the northern borders of Lothlorien, was the first to greet the Fellowship when they arrived at the Golden Wood.

**Legolas**Shortcut: **L**

With multiple special attacks, Legolas' remarkable abilities with the bow can put down a battalion-sized force. He is also effective with his white knives and can train archers to improve their skills.

**Arwen**Shortcut: **A**

Daughter of Elrond, Arwen has the ability to summon the power of nature to assist her in battle.

**Treebeard**Shortcut: **T**

When pressed into action, Treebeard is a relentless fighter. He is also a fine shot with a heavy boulder.

☛ Treebeard is recruited from the Ent Moot.

DWARVEN HEROES**Gimli**Shortcut: **L**

This hearty Dwarf can deliver a lethal blow by throwing his one-handed axe. As a slayer, he can double his attack speed and damage for a short period of time.

**Glóin**Shortcut: **G**

The father of Gimli, Glóin was present at the Council of Elrond and is a powerful Dwarf warrior in his own right.

**King Dáin**Shortcut: **D**

King Dáin rules over Erebor, the mountain fortress of the Dwarves. He is a powerful warrior who provides a leadership bonus to all who fight along side him.

HEROES OF EVIL**HEROES OF ISENGARD****Saruman**Shortcut: **S**

The great wizard Saruman leads the legions of Isengard and commands its mighty machine of industry. Saruman's wizard blast can drive back a battalion of enemies.

**Lurtz**Shortcut: **L**

Equally adept at the sword or the bow, Lurtz inspires nearby Uruk-hai to even greater destruction. Use his crippling strike to pin heroes to the ground.

**Sharku**Shortcut: **K**

An elite Warg rider, Sharku has trained his mount to perform devastating attacks against his enemies.

**Wormtongue**Shortcut: **W**

Saruman's spy, Wormtongue can backstab and take control of enemy units.

HEROES OF MORDOR



Fellbeasts

Shortcut: **F**

The Ringwraiths ride on the wings of Fellbeasts, which can grab enemy infantry and swoop across enemy structures. Use its screech power to scare away enemy soldiers.



The Witch-king

Shortcut: **W**

Although lethal while riding his Fellbeast, the Witch-king can also dismount and attack enemies with his fearsome heavy flail.



The Mouth of Sauron

Shortcut: **M**

This faithful servant of Mordor is a brutal opponent that can also demoralize and trick his enemies.



Nazgul

Shortcut: **N**

These fearsome servants of darkness can fight with terrifying force and frighten their adversaries. They can engage in combat either on foot or on the backs of their horse minions.

GOBLIN HEROES



Gorkil the Goblin King

Shortcut: **G**

The Goblin King commands his armies from Angmar, the Witch-king's former outpost in the Ettenmoors. Riding a giant scorpion, the Goblin King can use his minion to poison enemies.



Drogoth

Shortcut: **D**

One of the oldest and fiercest of his kind, the Dragon Lord makes his home in the wastelands of the Withered Heath. Fighting Dwarf and Orc alike, Drogoth has an unsteady alliance with the Goblins.



Shelob

Shortcut: **S**

This legendary spider can tunnel under terrain and stab enemies with her poisoned stinger.

THE RING MECHANIC

In *The Lord of the Rings, The Battle for Middle-earth II*, players have the opportunity to find The One Ring™ and recruit a unique Ring Hero.

- ❖ To obtain The One Ring when playing on non-campaign maps, search for Gollum, who is stealthed and hiding somewhere on the map. Upon killing Gollum, he drops The Ring, allowing your units to pick it up. Use these units to deliver The Ring back to your Fortress. Once you have successfully delivered The Ring, click the Fortress and go to the Heroes section, where you can recruit your special Ring Hero.
- ❖ Once your units have picked up The One Ring, other players are notified of their location.
- ❖ When a Ring Hero falls in battle, they drop The One Ring, allowing any player to capture it.

RING HEROES



Galadriel

When summoned, Galadriel can attack enemies with special powers and wizard blasts.

- ❖ You cannot call upon Galadriel until you have acquired The One Ring.



Sauron

When summoned, Sauron dominates the battlefield with devastating attacks and powerful abilities.

- ❖ You cannot call upon Sauron until you have acquired The One Ring.

POWERS

As you gain experience throughout *The Lord of the Rings, The Battle for Middle-earth II*, you acquire power points which you can spend on unique and devastating powers.

- ❖ To open the book of evil powers, click The One Ring icon on the Palantir.
- ❖ To open the book of good powers, click the Evenstar icon on the Palantir.

NOTE: If you are playing as the good armies, you cannot acquire nor cast evil powers, and vice-versa.

In your book, you can review the powers that you have acquired. Your total number of available points is also displayed.

To use a power:

1. Click your book of powers to open it, then click the icon of the power you wish to cast. The appropriate points are deducted from your total.
2. Select ACCEPT to purchase the power and exit the book of powers.
3. To deploy your power, select its icon displayed on the left side of the Battle Window. Some powers require that you select a target in the Battle Window afterward.

POWERS OF GOOD



Heal

Heals units and replaces one dead man per battalion.



Elven Gifts

Heroes gain a permanent increase to their damage. (Elves and Dwarves only)

⚙ Available in the Good Campaign only.



Lone Tower

Permanently summon a tower that fires projectiles at nearby enemies. (Men of the West and Dwarves only)



Farsight

Reveals a large area of the map. All stealthed and camouflaged units become visible. (Elves only)



Rallying Call

Grants an armor and damage boost to selected units. (Men of the West and Dwarves only)



Rebuild

Automatically repairs a targeted friendly structure. (Men of the West and Dwarves only)



Arrow Volley

Launches a volley of arrows anywhere on the map. (Men of the West and Elves only)



Enshrouding Mist

Creates a mist that camouflages any friendly units within. (Elves only)



Dwarven Riches

When cast on a Mine Shaft, this power increases resource collection. (Dwarves only)



Summon Men of Dale

When this power is used several battalions of Men of Dale appear in a designated location. (Dwarves only)



Summon Rohan Allies

Summons a group of Rohirrim to the battlefield. (Men of the West only)



Cloud Break

Bad weather is banished by a burst of sunshine or moon glow that stuns enemies on the battlefield.



Elven Wood

When a target area is selected, an Elven wood appears. This adds a boost for the forces of good and removes all leadership bonuses for the forces of evil. (Elves only)



Summon Ent Allies

Instantly summons the Ents to the battlefield. (Elves only)



Army of the Dead

Instantly summons the Army of the Dead to attack the enemy. (Men of the West only)



Summon Eagle Allies

Instantly summons giant eagles to the battlefield. (Elves only)



Summon Hobbit Allies

Summons a team of Hobbits, including Frodo, Merry, Pippin, and Sam, to fight for your cause. (Men of the West and Dwarves only)



Call Tom Bombadil

Summons Tom Bombadil—the mysterious stranger that saved the Hobbits in the Barrow Downs—to the battlefield to surprisingly devastating effect. (Men of the West and Elves only)



Summon Dunedain Allies

Summons several battalions of Dunedain Rangers to the battlefield. (Men of the West only)



Undermine

Causes a tunnel entrance connected with the rest of the Dwarven tunnel network to appear on any pathable location. (Dwarves only)



Barrage

A rain of boulders descends upon the enemy. (Dwarves and Mordor only)



Earthquake

Causes an earthquake that does extreme damage to enemy structures. (Men of the West and Dwarves only)



Citadel

Instantly builds a Citadel Fortress at a selected location. (Dwarves only)



Flood

Causes a horse-shaped rush of water that inflicts damage on enemies and extinguishes nearby fires. (Elves only)



Sunflare

Calls a fiery beam of sunlight that clears the weather and scorches the battlefield. (Elves only)

POWERS OF EVIL



War Chant

Targeted troops gain a boost to their armor and damage output.



Barricade

This power creates a defensive stronghold anywhere on the map. (Mordor only)



Crebain

A massive cloud of crows appears in the sky at a selected location. The crows reveal stealthed units and reduce the armor and attack power of nearby enemies. (Isengard only)



Cave Bats

This power creates a cloud of cave bats in the sky at a selected location. The cave bats reveal stealthed units and reduce the armor and attack power of nearby enemies. (Goblins only)



Industry

When targeted with industry, Furnaces and Slaughterhouses produce resources at higher levels for a period of time. (Mordor and Isengard only)



Untamed Allegiance

Allows the player to take control of the target lair and recruit the associated unit. (Mordor and Goblins only)



Arrow Volley

Launches a volley of arrows anywhere on the map. (Mordor only)



Summon Wild Men of Dunland

Several hordes of Wild Men appear at a specified location. (Isengard only)



Summon Spiderlings

Several hordes of Spiderlings crawl out of the earth at a specified location. (Goblins only)



Fuel the Fires

Wood as a resource becomes twice as productive in Lumber Mills. (Isengard only)



Vision of the Palantir

Reveals the map in a target area. (Isengard only)



Devastation

All wood in a forested area is instantly cut down and turned into resources. (Isengard only)



Freezing Rain

Good units lose all leadership bonuses throughout the map. (Isengard only)



Scavengers

Killed enemy units are scavenged for additional resources. (Goblins only)



Tainted Lands

An area of terrain is burned and blackened, providing an armor and damage bonus to all allied units. (Mordor and Goblins only)



Eye of Sauron

The Eye of Sauron is called, revealing invisible enemy troops. The units of Mordor receive an armor and damage bonus. (Mordor only)



Darkness

A dark cloud rolls across Middle-earth, granting your units a combat bonus. (Mordor and Goblins only)



Summon Balrog

Instantly summons the Balrog to the battlefield. (Mordor and Goblins only)



Summon Dragon

Summons the fire breathing dragon to the battlefield. (Isengard and Goblins only)



Awaken Wurm

This foul, flightless dragon emerges from the underground, breathing fire and lashing out at any nearby target. (Mordor and Goblins only)



Summon Watcher in the Water

A giant kraken, similar to the one found in the waters outside of Moria, instantly appears, felling enemies with its terrible tentacles and devouring its panicking prey. (Isengard and Goblins only)



Dragon Strike

Summons a giant dragon to fly overhead, breathing a vile stream of fire over all who flee below. (Isengard only)



Rain of Fire

A giant fireball drops out of the sky and hits the center of a specified area, inflicting grave damage. (Mordor only)

WAR OF THE RING MODE

The War of the Ring is a strategic game of territory conquest and epic confrontations played out over the lands of Middle-earth. Choose to play as one of the six factions, claiming territories and eliminating the competition by conquering the lands possessed by each opponent. The fate of Middle-earth will be decided by the one player who can successfully balance the expansion of their empire with the defense of their homeland.

◆ To start a War of the Ring mode game, click SOLO PLAY in the Main menu, then click WAR OF THE RING.

SETTING UP THE WAR OF THE RING

From the War of the Ring mode Setup screen you can select scenarios, rules, number of players and whether they are human or AI-controlled, start points, team colors, and player handicaps (if any). When you are finished, click PLAY.

SCENARIOS

There is a wide variety of scenario game types you can choose to play in War of the Ring mode.

WAR OF THE RING This is a **Capital Assault game type**. The object of the game is to capture your enemy's capital. If you do, you win the game, regardless of whether your enemy has claimed more land than you.

SOLE SURVIVOR This is an **Elimination game type**. Conquer all territories owned by your opponent.

ONE TO RULE THEM ALL This is a **World Domination game type**. Capture a specific percentage of territories in order to claim victory.

STRONGHOLDS This is a **Conquest game type**. Capture the specified territories and hold them for three turns to beat your opponent.

RULES

There are a variety of rules you can change in order to further customize your War of the Ring mode game.

TACTICAL PHASE TIMER Set a time limit that specifies how long the tactical/planning phase of the game lasts.

BATTLE TYPE Choose to only auto-resolve conflicts, resolve them via RTS mode, or both.

BATTLE TYPE PRIORITY If the "Auto Resolve & RTS" Battle Type is selected (see above), you must select a preference between auto-resolving battles or resolving them in RTS mode. (**NOTE:** If a conflict occurs between two players over the type of battle, the game automatically defaults to the game host's selected Battle Type Priority.)

AUTO RESOLVE DISPLAY Choose whether to display the dynamic battle statistics while in auto-resolve mode.

ALLOW CUSTOM HEROES Check or uncheck this box if you wish to allow or disallow custom heroes in War of the Ring mode games.

WAR OF THE RING BASICS

Each player begins the game with three hero leaders and one garrison army in their home territory. As the game progresses you can build structures that create additional armies and hero units, affect your resources and command points, and more. You cannot create additional hero leaders.

THE LIVING WORLD MAP

There are 38 territories represented on the living world map, each of which is grouped into one of six regions. To view the regions of Middle-earth, simply zoom out using your mouse wheel.

WAR OF THE RING GAME SCREEN



THE PHASES OF GAMEPLAY

Gameplay in War of the Ring mode takes place in three distinct phases. Phase I, or the tactical planning phase, allows you to give movement orders to your hero leaders, garrison armies, and build structures. In Phase II, all movement (including enemy movement) is completed and any resulting battles are fought. In Phase III, the resolution phase, conquered territories are awarded to the appropriate players and any defeated armies retreat.

PHASE I: TACTICAL PLANNING PHASE

BUILDING 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 structures you can build during the planning phase. You may only build one structure per territory you control per turn. Most buildings take one turn to complete, though some take more.

FORTRESS Offers additional defense to your territory if attacked by enemies. You can also build new heroes from a Fortress.
NOTE: Heroes built from Fortresses function like individual garrison armies.

BARRACKS Generates additional garrison armies.

FARM Increases your command points, allowing you to build more armies.

BLACKSMITH Generates upgrades for armies that are in that territory.

⚙️ To build a structure, click any active build plot in a territory you control (active build plots are denoted by a spinning selection decal). The Build menu appears. Select the icon for the structure you wish to build. Construction of your structure begins.

⚙️ To build units, you must first build a barracks. Once the barracks is completed, click it and select the type of unit you wish to build. All units take at least one turn to create. The cost is deducted from your command point total.

NOTE: If you queue the creation of several types of units over the course of several turns, the total number of command points is deducted from your total immediately, regardless of whether the units have been completed.

MOVEMENT

During the planning phase, you may not move your armies to neutral territories. Only hero leaders can take neutral territories. If no other player moves an army into that territory, it falls under your control at the start of the following turn.

⚙️ To move your armies from one territory you control into another, click your army then right-click the location you wish that army to move to. You can also move a garrison army into a hero leader, making that hero more powerful.

You may also choose to join (or split) armies before moving them to a location on the map.

⚙️ To join an army, click an army then right-click the group you wish them to join.

At the end of Phase I, all allied and enemy movements play out. If an allied player has moved into the same territory as you, you have a choice of either taking control of the territory yourself or ceding it to your ally. If an enemy player moves into the same territory as you, you must fight for its control. For more information, see *Phase II: Battle Phase* on p. 56.

OTHER OPTIONS

If, during the tactical planning phase, you find you do not have enough command points to build the units you desire, you can construct more farms or disband some of your lesser units to free up command points. Disbanding units takes one turn to complete.

❖ To disband units, click the unit and click the Disband icon on the Palantir.

❖ You may also choose to demolish structures. This takes one turn.

PHASE II: BATTLE PHASE

Once all movement and building orders have been completed, you must fight for control of any territories that both you and your enemy have occupied at the same time. Additionally, if you attempt to move into a territory in which your enemy has built a fortress, you must fight the garrison army for control of that territory.

BATTLE

When conflict occurs, a red cross-shaped battle marker appears on the contested territory. Clicking the marker brings up the Battle Prompt screen. The Battle Prompt screen summarizes the armies involved in the encounter and offers three choices for resolution: AUTO-RESOLVE, REAL-TIME, and RETREAT.

AUTO-RESOLVE The battle is resolved automatically by taking into account army composition and unit upgrades as well as hero, structure, and territory bonuses.

REAL-TIME Settle the dispute in a real-time skirmish against your opponent's army.

RETREAT Retreat to a nearby allied territory without fighting. If there are multiple adjacent territories to retreat to, you will be given the option to choose one. Any garrison armies that were accompanying your hero leader take some damage, however.

❖ When the Battle Prompt screen appears, click your desired option. Auto-resolved battles automatically display a results screen. REAL-TIME battles drop you immediately into a real-time skirmish, and clicking RETREAT automatically names your opponent the victor.

PHASE III: RETREAT PHASE

If, at the end of Phase I, no other player moved into the same territory as you, that territory falls under your control. In Phase III, that territory is ceded to you. Additionally, if you have won a battle in Phase II, the territory in question is ceded to you in Phase III.

If you were defeated in Phase II, or if you selected the Retreat option, your hero units automatically retreat to an adjacent territory under your control. If there are multiple adjacent territories to retreat to, you are given the option to choose one. If there are no adjacent territories available to retreat to, you automatically return to your home territory.

WINNING THE GAME

Once you have completed the criteria for winning the War of the Ring, you are automatically named victor and a Results screen appears. For more information on success criteria, see *Scenarios* on p. 53.

CREDITS

THE LORD OF THE RINGS™, THE BATTLE FOR MIDDLE-EARTH™ II

Published by Electronic Arts

A Production of Electronic Arts Los Angeles

Executive Producer: Mike Verdu
Senior Development Director: Chris Corry
Development Director: Jill Donald
Art Director: Matt J. Britton
Audio Director and Script Writer: Mical Pedriana
Cinematics Director: Richard Winn Taylor II
Associate Producers: Amer Ajami, Amir Rahimi
Engineering Development Director: Ofer Estline
Design Development Director: Wes Eckhart
Lead Designer: Jason Bender
Lead Engineer: Martin Hoffesommer
Technical Art Director: Sean O'Hara
Lead Animator: Adam McCarthy
Lead Structure Artist: Mike Colonnese

DESIGN

Designers: Samuel Bass, Greg Black, Adam Hayes, Edward J. Moore III, Scott C. Smith, Jasen Torres, Jeremy War
Design Intern: Olive Lin
Additional Design: Jason Huck, Todd Owens, Ken Spencer

ENGINEERING

Systems Engineer: Andy McDonald
Gameplay Engineers: Jeff Chow, Austin Ellis, Will Hutchinson, Mark Lorenzen, John Machin, Zak Middleton, Shawn Rogers, Keith Schaefer
AI Engineers: John Ballantyne, Andrew Garrett, Ricardo Robaina
Graphics Engineers: Lutz Latta, Vishwa Ranjan
Audio Engineer: Ian Barkley-Yeung
User Interface Engineers: Scott K. Bowen, David Richey
Multiplayer Engineers: Ping Wang, Nathan Yun
Build Engineer: Andrew Luby
Contributing Technical Director: Andre Bremer
Engineering Intern: Steve Messinger
Additional Engineering: Kris Morness, Graham Smallwood

ART

Animators: Jennifer Cha, Jose Hernandez, Eugene Cordwell Jarvis, Michael Laygo, Marvin Rojas
Concept Artists: Duke Cullen, Warren Fu, Feng Zhu, Michael Zimmerman
Character Artists: Peter Choe, Mayan Escalante, Greg S. Luzniak, Kich Thien Ma, Chance Rowe
Environment Artists: Charles Jacobi, Lauren LaFave, Travell McEntyre, "Hollywood" Tim Williams, Christopher Willingham
Structure Artists: Leon Gor, Asier Hernaez Lavria, Thao Le, Tse-cheng Lo
User Interface Artists: In Sun Kang, Ino Karella, Ben Liska
Visual Effects Artists: John Decker, Casey Robinson
Technical Artist: Sophyrun "Sope" May
Additional Art: Silvio Aebischer, Paul Aguilar,

Umberto Bossi, Derek Becker, Darlene Carrasquillo, Christov Effects and Design Inc., Cassia Dominguez, Haemimont Games AD, John Howe, InterServ International Inc., Mike Jones, Thomas Jung, Alan Lee, Hui-Boon Lee, Nival Interactive, Nikitova, Papaya Studio, Virtuos Holdings LTD

PRODUCTION

Assistant Producer: Jim Vessella
Community Manager: Aaron Kaufman
Project Manager: Bobby Moldavon
Director of License Relations: Nina Dobner
Additional Production Assistance: Lawrence Probst IV
Production Intern: Stephen Dinehart

AUDIO

Sound Design: Evan T. Chen
Voice Direction and Sound Design: David Fries
Cinematic Audio: Edward Cerrato

VOICE ACTING

The Voice of *The Lord of the Rings, The Battle for Middle-earth II*: Hugo Weaving
Voice Actors: Grant Albrecht, Dee Baker, Steve Blum, Dave Boat, Scott Bullock, Jesse Burch, Jason Carter, Dan Conroy, Neil Dickson, Richard Doyle, Chris Ederger, Greg Ellis, Stoney Ermswhiller, Crispin Freeman, David Fries, Brian George, Kim Mai Guest, Roger L. Jackson, Nick Jameson, Bob Joles, Darryl Kurylo, Adam Leadbeater, Michael Lindsay, David Lodge, Lewis Macleod, Paul Mercier, Jim Meskimen, Lani Minella, Mark Moseley, Nolan North, Mical Pedriana, Phil Proctor, Jaime Seibert, Brianna Siddall, Isaac Singleton Jr., Andre Sogliuzzo, Stephen Stanton, Julian Stone, Fred Tatasciore, Simon Templeman, Jim Ward, Joe Whyte, Wally Wingert, Dave Wittenberg, Tatyana Yassukovich
Movie Talent: Sean Astin, Billy Boyd, Christopher Lee, Ian McKellen, Dominic Monaghan, John Rhys-Davies, Andy Serkis, Elijah Wood

CINEMATICS

Cinematic Artists: Fernando Castillo, Adam "Goblin" Davis, Wil Panganiban, Katal Tang
Cinematic Editor: Benjamin Hopkins
Cinematic Painters: Ryan Church, Kevin Llewellyn
Storyboard Artists: Rita Lichtwardt, Michelle Tasic
Additional Editing: Nate Hubbard, Melissa Lawson

EPOXY SUPPORT

Associate Development Director: Lea Milic
Project Manager: Andrea Topps-Harjo
Associate Technical Art Director: Chun-Chong Leong

TESTING

QA Manager: Alex Plachowski
QA Project Lead: Sean Shimoda
QA Leads: Dan Castillo, Brett Yagi
QA Engineers: Bill Colby, Steven Hoey, Darren Merritt

Additional QA Engineering:

Leander Hasty
QA Testers: Chris Anjos, Jeremy Atienza, Ronald Avila, Justus Benavidez, Lucas Bergman, Joel Brownell, Hogan Carter, Yong Chong, Danny Chow, Cameron Clarno, Chadwick Coleman, Nick Crocco, Ram Fenster, Brad Fitzpatrick, TI Fixman, Adam Goss, Jared Greene, Joe Hatcher, Justin Hughes, Jane Jeffers, Jeremiah Jones, Cody Kennedy, James Kono, Robert Lai, Nathan Lee, Ellen Lin, Lino Manansala, Rafael Maramba, Vichea Meak, Alexander Mejia, Nathan Moble, Eric Morales, Rusty Moran, Nick Murphy, Randy Normil, Andy O'Brien, Theodore O'Connor, Eric Patten, Cameron Pinard, David Plore, Darine Pokawatana, Ryan Roque, Mostafa Sadraei, Kevin Sanchez, Sergey Samavskiy, Eric Seaton, Jason Sereno, Gavin Simon, Louie Soriano, David Stratton, Chase Swanson, Daniel Tay, Kurt Tillmanns, Samuel Tjuatja, Matt Tomczek, Robert Tzong, Nandi Varadi, Christian Vazquez, Vladimir Vedenypin, Damilan Viramontez, Maurice Wilson, Sam Wong, David Wu, Jimmy Yu, Mark Zabydz, Vanessa Zuloaga

Community Balance Testers: Robert Bellantonio, Matt Everett, James Fielding, Timur Patrick Gokcen, Soren Thiel Hansen, Lawrence King, Jonathan LeMaitre, Jeff Nizynski, Jan Richter, Curtis Roberts, Breno Silva, Hendrik Gijbertus Steijsiger, Daan Versloot, Tim White, Michael Whitener

LOCALIZATION

Director, Studio Operations/Localization: Thilo Huebner

Additional localization support: Joel Börjel

EUROPEAN LOCALIZATION AND INTEGRATION

Localization Production: Ian Penney, Sergio Vargas
Localization Coordination: Lionel Berodier, Stefano Buffoli, Kay Dresen, Martin Eriksson, Pierre Froget, Alejandro Gómez, Kasia Gryglewska-Cebart, Andreas Morell, Alfonsina Mossello, Andreas Pajarinen, José Ramón Sagarna, Nacho Sendino, Chatarina Stamblewski, Dominika Szołt, Iñaki Valladares, Märtijn van der Meulen, Florian Vanino
Localization Programming: Pedro Alfageme, Ivan Arroyo, Mario Bergantiños, Virginia Cano, Sergio Clancá, Andrés Giné, Felipe González López, Fernando San Nicolas

Localization Team: Mathias Abrahamsson, Torben Andersen, Giorgio Anselmi, Nicolas Danière, Jonas Estrada, Juan Antonio Garcia de Quinto, Iñaki Guerra, Daniel Jonsson, Grzegorz Kordas, Thom Moesker, Roberto Orsi, Dani Pastor, José Antonio Pereira, Daniel Ramos, Eva Sanz, Charles Ulbig

ASIAN LOCALIZATION AND INTEGRATION

Localization Production: Jason Chen, Wei Huang, Pisit Pluempanatankij
Localization Project Manager: Christine Kong
Localization Programming: Jason Park, Callista Tan
QA Lead: Terence Lau
QA Testers: Victor Lim, Colin Lim, Jason Lim
Language Testers: Sky Lin, Chen Haitao
Translators: Jerry Lin, Walialak Trongittipanya

MOTION CAPTURE

EA Motion Capture Specialists: John Mayhew, Vince Ng, Rob Parent, Evan Teppoorten
EA Motion Capture Operators: Kirk Chantraine, Brian Matsuo
Motion Capture Talent: Ashley Earl, Lori Phillips, Paul Lazenby, Kimani Smith, Donovan Stinson
Motion Capture Editor: Allison Shelton

MUSIC

Music: Howard Shore
Additional Music by Soundelux Design Music Group: Bill Brown, Jamie Christopherson

MARKETING

Senior Marketing Director: Mike Maser
Senior Product Manager: Craig Owens
Associate Product Manager: Amritz Lay
Documentation: Sharon Maher
Documentation Layout: Christopher Held
Package Project Management: John Burns
Package Design: Hamagami Carroll, Inc.
European Marketing Team: Miles Beeson, Jules Clarkson, Jim Hill, Jon Rissik
Public Relations Team: Brooke Cahalane, Abby Topolsky

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Senior Executive Vice President, Worldwide Licensing & Merchandising: David Imhoff
Vice President, Creative Services: John Mayo
Creative Services Coordinator: Trevor Wilson

TOLKIEN ENTERPRISES

Literary Consultant: Laurie Battle
Legal Counsel: Al Bendich, Tom Magnani
Business Affairs: Fredrica Drotos
Production Services: Sam Benson, Joe Mandragona

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Jean Panganiban, Soledad Panganiban, Rene Parola, Paul & Pel, Con Pederson, Marian Pettit, Dennis & Bonnie Phillips, The Posnackewsky Clan, Deborah Putney, Melissa Quebral, Art Rahimi, Rasoul Rahimi, Zohre Rahimi, The Ranjan Family, Olive Richardson, Krista, Cameron & Makenna Richey, Ale Robinson, Kerri Robinson, Pat "Cookie Dealer" Robinson, Patricia, Kylie & Clarissa Rogers, Jeffery Rose, Michael Rothman, Brooke & Grizy Rupert III, Erin & Elliott Schaefer, Alma Schäfer, Celeste Schield, Schlunz & Lumpi, Thomas Schmall, Bobby Serrato, George Shaw, Rachel Shin, Robyn Shin, Sung Hee Shin, Sung Young Shin, The Silvis Family, Charles Sloan, Clive & Cheryl Smith, Ian & Sylvia Smith, Richard & Lisa Smith, Tony Smith, Jefferson Darcy Stewart, Russell Strazzella, Alex Suarez, Tom Suffert, Matt Sullivan, Chris Swain, Ali Tabatabaee, Leila Tabatabaee, The Tabatabaee Family, Jean Tai, The Tang Family, Martha Tapia, The Tasic Family, Betty Taylor, Lynda Taylor, Lynne Taylor, Richard S. Taylor, Manu Thakur, Meenakshi Thakur, The Thakur Family, Edward Thomas, Mathab Thorson, Peter Temple Thurston, Grandma Daisy Tongue, The Family Torres, Mr. Ben Toure, Will Townsend, Tru Anh Tran, The Tsai Family, Eva Urena, Dawn VanAllsburg, Kelly Varcadiponi, Paula Verdu, Ann Vessella, Bob Vessella, Tom Vessella, Yvonne Vessella, Noelle Vincent, Spencer Voger, Megan Walsh, Chunyi Wu Wang, Fan Wang, Shu Guo Wang, Tong Zhou Wang, Ethan War, Maggie War, Aaron Weldon, Nadine Wennerhold, Elizabeth Grace Williams, Roscoe & Fern Williams, Steve Williams, Venita Lai Williams, Dr. Gloria Willingham-Toure, Michael Willingham, Christy Wise, Krista Wollweber, Tim Wollweber, Kittaya Wongchinda, Barbara Woodbury, Kim Woodhouse, Greg Worsham, Kirsten Yamauchi, The Yun Family, The Zamanian Family, Xiangyang Yang Zhou, Yinian Zhou, and The Zimmerman family.

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PERFORMANCE TIPS

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 the requirements.

BACKGROUND TASKS

In some cases programs that are running on your system can monopolize resources that the game needs in order to install, load, and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks," that are always running on your system.

Important NOTE: While shutting down background tasks will optimize your system for running *The Lord of the Rings, The Battle for Middle-earth II*, these background tasks' features are unavailable once shut down. Be sure to re-enable background tasks after playing *The Lord of the Rings, The Battle for Middle-earth II* by restarting your computer.

If your system is running anti-virus or crash guard programs you must close or disable them to run *The Lord of the Rings, The Battle for Middle-earth II*. To do this, find the icon for the program on the Windows Taskbar and then right-click the icon and select "close," "disable," or the relevant option. Please note that these programs will be reactivated the next time you restart your computer. Once anti-virus and crash guard programs have been disabled, you should end all unnecessary general background tasks.

To view and close background tasks (Windows XP):

1. Hold down **CONTROL** and **SHIFT** and then tap **ESC**. Select the Windows Task Manager.
2. Click the **Processes** tab. This tab displays a list of all background tasks running on your system.
3. Click the **User Name** column heading. This sorts all the processes together by user name.
4. Select an item with a user name, but DO NOT select one from the SYSTEM, LOCAL SERVICE, or NETWORK SERVICE groups. Also, DO NOT select the *explorer.exe* or *taskmgr.exe* items.
5. Click END PROCESS. You may receive a warning message, if so click YES. The selected item disappears from the list.
6. Repeat steps 4 and 5 until only *explorer.exe* and *taskmgr.exe* remain in the user name group.

VIDEO AND SOUND DRIVERS

An outdated video or sound driver can lead to slow and choppy gameplay, or in some cases can prevent the game from running at all. To ensure an enjoyable experience with *The Lord of the Rings, The Battle for Middle-earth II*, be sure that you have the most recent video and sound 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 don't know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral.

INTERNET PERFORMANCE ISSUES

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

The Lord of the Rings, The Battle for Middle-earth II uses one of the following UDP ports for Internet play: UDP 8088-65535. You can choose the UDP port that the game uses by entering the port in the Settings screen. The same port must then be opened on your router. After you make changes to your router configuration, click the Refresh NAT button in the Settings menu.

NOTE: If you do not enter the port number, one or more of the UDP ports in the above range is automatically used. As long as one of these ports is open, you will not need to open a additional port on your router.

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

TECHNICAL SUPPORT

If you have trouble with *The Lord of the Rings, The Battle for Middle-earth II*, EA Technical Support can help. The EA Help file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with *The Lord of the Rings, The Battle for Middle-earth II* already installed):

Click the **Start** button from the Windows Taskbar and select **All Programs (or Programs) > Electronic Arts > The Battle for Middle-earth (tm) II > Technical Support**.

To access the EA Help file (without *The Lord of the Rings, The Battle for Middle-earth II* installed):

1. Insert *The Lord of the Rings, The Battle for Middle-earth II* Disc I/Game DVD into your CD/DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the CDROM/DVDROM drive that has the *The Lord of the Rings, The Battle for Middle-earth II* disc and then select OPEN.
4. Double-click the Support folder.
5. Double-click the EA Help folder.
6. Double-click the Electronic_Arts_Technical_Support.htm file in this folder.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support. EAsy Info is a utility that detects your system's hardware and organizes this information into a detailed report. This report can tell you whether you are meeting minimum requirements and helps EA Technical Support solve your problem in the quickest possible time.

To run the EAsy Info utility (with *The Lord of the Rings, The Battle for Middle-earth II* already installed):

Click the  **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **Electronic Arts** > **The Battle for Middle-earth (tm) II** > **EAsy Info**.

To run the EAsy Info utility (without *The Lord of the Rings, The Battle for Middle-earth II* installed):

1. Insert *The Lord of the Rings, The Battle for Middle-earth II* Disc 1/Game DVD into your CD/DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the  **Start** button and then click the My Computer icon).
3. Right-click the CDROM/DVDROM drive that has the *The Lord of the Rings, The Battle for Middle-earth II* disc and then select OPEN.
4. Double-click the Support folder.
5. Double-click the easyinfo.exe file.

When the utility finishes gathering hardware information you can view your system information by looking through the various categories. You can save this information to a file by clicking File on the top menu bar, then clicking Export to Desktop > EAsy Info Report. A copy of the report is saved to your Windows desktop for viewing and printing. Please be sure to have this report available when contacting Technical Support.

EA Technical Support on the Internet

If you have Internet access, be sure to check our EA Technical Support website at: <http://support.ea.com>

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

If you are unable to find the information you need on our website, please feel free to contact EA Technical Support via e-mail, phone, or letter. *Please be sure to include the Easy Info report in your e-mail or letter.*

If you need to talk to someone immediately, call us at US 1 (650) 628-1005. *Please have the Easy Info report printed and ready when you call.* This will help us service your call in the quickest possible time. This number is available Monday through Friday 8 AM - 5 PM PST. **No hints or codes are available from Technical Support.**

CUSTOMER SUPPORT - HERE TO HELP YOU!

Problem? Question? If you are having problems with your game, we are here to help.

AUSTRALIA

Electronic Arts Australia Support Hotline: 1902 261 600*

*Sirius calls charged at \$2.48 per minute, GST inc. Calls from Mobile & Public phones higher (If you are under 18 years of age parental consent is required).

Operating hours from 9am to 8pm 7 days a week, as well as pre-recorded information 24 hours a day.

Customer Service Address:

Electronic Arts
PO Box 432
Southport QLD
4215, Australia

NEW ZEALAND

Electronic Arts New Zealand, Games Hotline: 0900 58885*

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Customer Service Address:

Electronic Arts New Zealand
PO Box 47596
Ponsonby
New Zealand

SOUTH AFRICA

Game Smith: (011) 740-0615/6

Electronic Arts South Africa

PO Box 3180

Rivonia

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EA WARRANTY MAILING ADDRESS

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