COMPLETE CONTROLS

Movement	L
Adjust camera	R (R to center camera)
Weapon modifier/Special ability	LB
Interact/Grab	RB
Light melee attack	X
Medium melee attack/Special ability	Y
Heavy melee attack/Special ability	B
Jump	A
Block/Zoom/Shield	LT
Throw/Fire	RT
View objectives, score, map	BACK
Pause menu	START

Each character class has specific abilities and controls that apply to it alone. See *Character Selection* to read about individual character classes.

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MAIN MENU

To select an option, highlight it and press Ⓐ.

Single Player	Play two full Campaigns, or wage Instant Action battles.
Multiplayer	Play through Campaign mode with a friend, or wage Instant Action battles with or against a friend via Splitscreen and Xbox LIVE modes.
Options	Set control schemes, adjust audio and display options, and view credits.

GAME MODES

The Lord of the Rings: Conquest™ features a variety of game modes that are playable through single-player and multiplayer sessions.

CAMPAIGNS

Prepare to take up arms, either on your own or with a friend, fighting to protect or enslave the race of men in two full story modes.

War of the Ring	Carry the Army of the West to victory over Sauron.
Rise of Sauron	Ravage Middle-earth with the Dark Lord of Mordor's minions.

INSTANT ACTION

Instant Action provides a variety of game types guaranteed to challenge and entertain.

Team Deathmatch	Slay enemies on the opposing team to earn points towards victory.
Conquest	Earn points by capturing and holding more control points than your enemies.
Capture the Ring	Race to find the One Ring and capture it to earn points for your team.

THE STORY

All fans of *The Lord of the Rings* know of Frodo's brave quest to destroy the One Ring at Mount Doom, but what if the Fellowship had failed? What if Sauron had re-claimed the One Ring and was able to turn back the free peoples of Middle-earth?

The Lord of the Rings: Conquest allows you to fight alongside and take control of heroes such as Legolas, Gandalf, and Aragorn. You must aid the Fellowship in the defense of Helm's Deep, the battle against the Witch-king, the siege of Minas Tirith, and more.

If the shadows of Mordor beckon you, heed their call and rewrite history by helping Sauron regain the One Ring. By joining with and playing as dark heroes such as the Witch-king and Sauron himself, you will wreak havoc and take back locations the Dark Lord once believed to be lost.

PLAYING THE GAME

In *The Lord of the Rings: Conquest*, you must protect, storm, and pillage legendary Middle-earth locations such as Minas Tirith, Helm's Deep, and the Black Gate of Mordor. Each setting is vast and the battles at each location present both challenges as well as opportunities for each character class.

Whether capturing and holding control points against hordes of Uruk-hai, demolishing rumbling lines of Trolls, or participating in both sides of the War of the Ring in the epic Campaigns, you must cooperate with your allies and outmaneuver your foes to save the land of Middle-earth—or destroy it.

In *The Lord of the Rings: Conquest*, the fate of Middle-earth is not in the hands of Aragorn, Frodo, the Witch-king, or Sauron—it's in yours.

RANKS

GRUNTS

Throughout your campaign to save or destroy Middle-earth, grunts will fight alongside you and stand against you in masses. While great in number, these less-disciplined foes will fall easily under your might.

OFFICERS

In nearly every single-player and multiplayer mode, you will battle as and against officers of many classes. Officers can block attacks and have unique abilities that you will have to master and overcome to be victorious.

CAPTAINS

Captains are particularly challenging foes that you will encounter in the War of the Ring and Rise of Sauron campaigns. They can be identified by the flags on their backs. Captains have the same abilities as their officer counterparts, but have much more health and are more effective in combat. Be quick, cautious, and cunning to overcome them.

GIANTS

In your battles you will confront, fight alongside, and take control of mighty Ents and fearsome Trolls. These giants can grab, throw, and crush their opponents with ease.

HEROES

In *The Lord of the Rings: Conquest*, you are given the opportunity to control and fight against heroes from both sides of the War of the Ring such as Aragorn, Gandalf, the Witch-king, and even Sauron himself.

Heroes are controlled much like their officer counterparts, but are much more powerful and have unique combat abilities, unmatched by anyone else on the battlefield.

In the campaign modes, heroes will be called to battle when they are needed most for victory. In all multiplayer modes, the best player on the team will be awarded a hero when his team reaches a certain percentage of the points needed for victory.

MACHINES OF WAR

In each battle, you will use and stand against many weapons of war. Fell Beasts and Eagles will swoop down and attack from the skies, catapults and ballistae can be fired to demolish enemy forces, and wargs, horses, and even Oliphaunts can be mounted to help turn the tide of battle.

CHARACTER SELECTION

Whether a proud soldier in the Army of the West or a despicable creature of Mordor, you can choose from four diverse character classes.

Each class has unique special abilities that require energy to perform. Slay foes using normal attacks to regain energy.

After dying or beginning a new mission, you are presented with the Character Selection screen. Highlight a character and press **Ⓐ** to select it. When applicable, heroes appear on the selection screen instead.

WARRIOR

Specializing in hand-to-hand combat, Warriors are strong and can withstand even the most devastating of attacks. While they lack the speed and grace to stage hit-and-runs, Warriors can use fire sword attacks to ravage their enemies, cut through their defenses, and set fire to their weapons of war.

Block	LT
Evade	LT + Ⓛ
Throw Axe	RT (pull and hold to target, then release)
Fire Strike	LB + Ⓧ
Whirlwind Sweep	LB + Ⓨ
Flame of Fury	LB + Ⓑ

ARCHER

The farther away you are from an archer, the less likely you are to realize that he's about to stick an arrow between your eyes. By pulling and holding LT, archers can zoom in, allowing them to achieve headshots for maximum damage.

Zoom In	LT
Multi Arrow	LB
Poison Arrow	Ⓨ then RT
Fire Arrow	Ⓑ then RT
Melee Attack	Ⓧ

MAGE

Preferring to strike with lightning rather than blades, mages deal massive damage with their firewalls and can chain multiple enemies with lightning. Though extremely frail, mages can heal themselves and their allies.

Shield	LT
Lightning	RT (pull and hold to charge, then release)
Heal	LB
Shockwave	Ⓨ
Firewall	Ⓑ
Melee Attack	Ⓧ

SCOUT

Weak of muscle but fleet of foot, scouts use quick darting attacks to make up for their physical weakness. Faster than the other classes, scouts can use stealth to stay hidden while covering large territories in a hurry.

Throw Bomb	RT (pull and hold to target, then release)
Cloak	LB (tap again to become visible)
Backstab	RB (while in stealth mode and behind enemy)
Energy Attacks	LB + Ⓧ, LB + Ⓨ, LB + Ⓑ

GAME SCREEN

Map

Player character

Health

Special abilites and energy bar

SAVING AND LOADING

The game uses an autosave feature, seamlessly recording your progress.

MULTIPLAYER

The Lord of the Rings: Conquest allows multiple players to play together through Campaign and Instant Action modes.

To create a game, choose SPLITSCREEN or Xbox LIVE from the Multiplayer menu and select a game mode.

In the lobby, you can set many game parameters such as AI support and difficulty, victory point thresholds, and hero assignment rules. Additional players can join and chat in the lobby, or join anytime after the game is launched.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

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EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON <u>WWW.EA.COM</u>.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. And now, LIVE Family Settings and Windows Vista Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

HINTS AND TIPS

- With warrior and scout officers and heroes, try stringing together melee attacks, starting with quick attacks and ending with heavy attacks. For example, ✗, ✗, ✗, ⓨ, ⓨ, Ⓑ is among the warrior's deadliest combos!

- You can cancel a poison or fire arrow without firing it by pressing the same button you used to ready it.

- As an archer, keep your distance from melee units by firing poison arrows to slow them down, or knock them down with a fire arrow or melee attack.

- You can change your character class at any time by returning to your team's control points and pressing ⓡⓑ.

- The mage's shield blocks all incoming projectiles, including thrown axes, bombs, arrows, and even lightning. Partner with archers in multiplayer, protecting them from ranged attacks while they slay your enemies from afar.

- Scouts and mages gain energy slowly over time. If you're in danger, try evading or shielding yourself until you have enough energy to improve your odds.