Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Precautions to take during use

- Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

CONTENTS

Installation

As part of the Mac App Store purchasing process, the game has already been installed on your computer. Read the **Getting Started section** to start playing the game.

Getting Started

1. If *The Lord of the Rings: War in the North* is not already running, double-click on the **The Lord of the Rings: War in the North application icon.** By default this is to be found in the **Applications folder** on your computer's hard drive.

2. The *The Lord of the Rings: War in the North* pre-game **Options window** will appear. Click on the **Play button.** The game will launch.

3. If you have Game Center (OS X 10.8 or later) and are not already signed in, a dialog will appear asking you if you want to sign in. If you do not wish to sign into Game Center, click **Cancel** and continue to point 5 of these instructions.

4. If you wish to play using Game Center, enter your Apple ID and Password and click **Sign in.** Game Center is only required if you wish to unlock achievements.

5. After the splash screens, the **Title screen** will appear. Select **Click to Start.**

6. If this is the first time you have played the game, a dialog will appear asking whether you wish to calibrate screen settings. Select **Calibrate screen.**

7. The **Screen Calibration screen** will appear. Adjust the slider until the symbol in the black box is barely visible, then select **Accept.**

8. You will be informed that screen calibration was successful. Select **Continue.**

9. The **Main Menu** will appear. Highlight the character you wish to play as by clicking on one of the models on-screen, then click **Select.**

10. A dialog will appear asking whether you wish to launch the game. Select **Yes, launch game.**

11. After the opening video, you will find yourself in the Prancing Pony inn at Bree. Your unlikely trio must travel north to the ruined city of Fornost and distract the enemy forces gathered there, allowing Frodo to make safe passage through Bree...

Introduction

Dark forces are gathering across Middle-earth. A Ranger, a Dwarf and an Elf must join together in fellowship to protect the North as the One Ring travels south into Mordor.

You and your friends assume the roles of these three characters, allied in the fight to defend Middle-earth. You will encounter well-known characters, creatures and locations from the beloved *The Lord of the Rings* books and films, as you use powerful weapons, devastating combat skills and ingenious tactics to thwart the plans of Agandaûr, one of Sauron's most commanding and ruthless lieutenants in the North.

Player Characters

Eradan

Eradan is one of the Dúnedain Rangers of the North, secret protectors of the lands once ruled by their ancestors. The life of a Ranger is a hard one: Eradan has had to master many skills simply to survive. Always outnumbered, he has learned the art of evasion, allowing him to take enemies by surprise and escape from tight spots. Eradan is also a master archer, able to bring down foes from afar. However, when stealth and archery are of no avail, he is more than capable with weapon and shield, dual-weapons or two-handed swords.

Andriel

Andriel is an Elven Loremaster of Rivendell, schooled in ancient wisdom by Elrond himself. Don't be fooled – she's no meek scholar. In her hands, a simple staff becomes a deadly weapon: she can use it to focus her magical power, striking down enemies at close range or from afar. Capable as she is in combat, Andriel's true strength lies in her ability to protect her allies, using her art to create shields of light that heal those within.

Farin

Farin is a Champion of the Dwarf-realm of Erebor. Since his first taste of war at the Battle of Five Armies, he has been one of the foremost defenders of his homeland. A true son of a warrior race, Farin is skilled in the use of all melee weapons, as well as being a deadly shot with a crossbow. Though he strikes punishing blows, his greatest strength lies in his ability to endure punishment. In battle, Farin is unyielding, standing his ground as rank upon rank of the enemy drive themselves against his defences. The sound of his fierce war-cry bolsters his allies even as it strikes fear into the hearts of his enemies.

Controls – Keyboard and Mouse

The default keyboard configuration is detailed below; these controls can be changed by selecting **Options** ⇨ **Settings** ⇨ **Input Settings** ⇨ **Keyboard Configuration** from the **Main Menu**. Please note that the instructions in this manual refer to the default controls: if you have customized your controls or are using a gamepad (see **Controls - Gamepad** on p. 8) the instructions will no longer apply.

Move	**W/A/S/D**
Look around	**Mouse**
Aim (enter ranged mode)	**Alt (hold)**
Aim toggle (switch between ranged and melee modes)	**Mouse wheel**
Attack	**Left-click**
Special attack (heavy attack/critical strike)	**Right-click**
Block	**Control (hold)**
Sprint	**Shift (hold)**
Dodge	**Spacebar**
Use skill 1	**1**
Use skill 2	**2**
Use skill 3	**3**
Call eagle	**4**
Health potion	**5**
Power potion	**6**
Context action	**E** or **Return** (↵)
Current quest/Compass	**Q (hold)**
Ally attack mode	**C**
Ally defend mode	**Z**
Chat (multiplayer only)	**T**
Aim zoom (when in ranged mode)	**Right-click**
Character menu	**Tab** (⇥)
Equipment menu	**U**
Item menu	**I**
Skills menu	**K**
Quest menu	**L**
Stats menu	**O**
Pause	**Esc**

CONTROLS – GAMEPAD

You can play *The Lord of the Rings: War in the North* using a dual analog stick gamepad. The diagram on this page is based on a standard controller layout; all gamepads have similar buttons but some may differ in layout from the gamepad shown here. For more information see **Can I play *The Lord of the Rings: War in the North* with a gamepad?** in the FAQs.

NOTE: Gamepad controls cannot be customized.

Button	Action
①	Attack
②	Special attack (heavy attack/critical strike)
③	Dodge
④	Context action
L	Move
R	Look around
L (down)	Center camera (hold until centered)
R (down)	Current quest/compass (hold)
◀	Health potion
▶	Power potion
▲	Ally attack mode
▼	Ally defend mode
5	Block
6	Sprint (hold)
7	Ranged mode. While in ranged mode, press 8 to fire.
8	Show skills (hold). While holding 8 press the button shown on a skill icon to use that skill.
8	Move inventory item (hold)
select	Character menu
start	Pause

Main Menu

1 Game Mode and Progress Indicator

View the current game mode (single or multiplayer), host status, difficulty setting and story progress.

2 Player Status

View connected players and their statuses.

3 Character Selector

Click on Farin, Andriel or Eradan to select them as your player character. In a multiplayer game, if another player has already selected a character, their player name will be displayed next to it and you will be unable to select it.

4 Menu Bar

The **Menu bar** gives you the following options:

Select	Confirm your character selection and launch the game.
Options	Adjust your options, including video, audio, input and game settings.
Select Game	Load a saved game or create a new game.
Multiplayer	Join a quick match, browse available games or host a game.
Back	Return to the **Title screen**.

Game Difficulty

The first time you play *The Lord of the Rings: War in the North,* you can select either "Easy" or "Normal" difficulty. After you complete the story campaign once, "Heroic" difficulty is unlocked. Beating the story campaign in "Heroic" difficulty unlocks "Legendary" difficulty.

You choose your difficulty setting when you begin a new campaign. You cannot change the difficulty setting during a campaign.

NOTE: Play through *The Lord of the Rings: War in the North* multiple times to find more loot and secrets and to unlock all the available skills. Your character, weapons, items, skills and level will carry over each time you replay the story campaign.

Saving

The Lord of the Rings: War in the North saves periodically as you play: your game will be saved automatically as you pass set save points, including when you cross a checkpoint (see **Checkpoints** on p. 24). While the game is being saved, a gold ring icon will be displayed on-screen.

When you continue a saved game, you begin playing from the last save point you passed.

The game will also save when you visit a trader (see **Towns, Stores and Blacksmiths** on p. 25). However, only changes to your character (e.g. buying/selling items and gaining experience) will be saved: when you load the game, you will still begin from the last save point.

You can browse, load and delete your saved games in the **Select Save Game menu** (**Main Menu** ⇨ **Select Game** ⇨ **Load Game**).

Heads-up Display

1 Compass

Hold the **Q key** to display the compass. Gold icons indicate the positions of your allies, and a white circle indicates the location of your current objective.

The compass appears on the left-hand side of the screen.

2 Quest Log

Hold the **Q key** to display the details of your current quest. The quest log appears on the right-hand side of the screen.

3 Loot Log

Details of any money, items or equipment you acquire will be displayed here for a few moment after being picked up.

4 Ally Indicators

Messages about the state and actions of your allies will be displayed here next to their respective indicators. When an ally is knocked down and needs assistance, you will see a red indicator here.

5 Current Character Level

The number next to your player indicator displays your current level (see **Experience and Leveling Up** on p. 23).

6 Health, Power and XP Meters

These meters display your character's current levels of health and power (see **Health and Power** on p. 15), as well as the experience you have gained (see **Experience and Leveling Up** on p. 23).

7 Skills

Your available skills are displayed as icons in the bottom-right corner of the screen. The hotkey or button you should press to use that skill is shown next to it. After you have used a skill, an orange cooldown timer will appear behind its icon and the skill will be unavailable until the timer has completely disappeared.

NOTE: The skills you will see depend on whether you are in melee or ranged mode. Scroll the **Mouse wheel** to switch between the two modes.

8 Combat Log

Any XP bonuses or multipliers that you receive during combat (see **Combat** on p. 15) are displayed here.

Character Menu

Press the **Tab** (→) **key** to access the character menu. Use the icons at the top of the screen to switch between your equipment, items, skills, quests and stats. Press the **Tab** (→) **key** again at any time to close the character menu.

1 Coins

The number of coins you have is shown here on all the screens within the character menu.

2 Equipment

Outfit your character with weapons, armor, amulets and rings. See **Loot** on p. 28 for more information on equipment.

3 Items

View and use potions, gems, Elfstones and other items. See **Loot** on p. 28 for more information on using items.

4 Skills

Browse all the skills available to your character.

5 Log

View your current and completed quests, as well as useful tutorial information.

6 Stats

View your character's stats and your own gameplay stats, including total kills and longest hit streak.

Combat

Combat in *The Lord of the Rings: War in the North* is a fast-paced hack and slash that rewards skill and strategy.

You will have access to a wide variety of both melee and ranged weapons that you can upgrade. You will also be able to unlock new moves and abilities for each character as you gain levels and learn skills (see **Experience and Leveling Up** on p. 23).

Experiment with each character to determine their unique strengths and talents.

NOTE: You can change your character from the **Main Menu** or at certain checkpoints during the campaign. Your new character will start at the same level as your old one, so you will need to assign their ability and skill points (see **Experience and Leveling Up** on p. 23).

Health and Power

Your character's current levels of health and power are shown as bars in the bottom-left corner of the screen.

If you have a health potion, press the **5 key** to restore your health by drinking it. When you run out of health, your character will be knocked down (see **Reviving Downed Allies** on p. 18).

Power is used to perform melee and ranged skill attacks (see **Melee Attacks** on p. 16 and **Ranged Attacks** on p. 17). If you have a power potion, press the **6 key** to restore your power by drinking it.

MELEE ATTACKS

Normal Attack (left-click)
Chain together normal attacks to create a fluid combo of progressively more powerful attacks.

Heavy Attack (right-click)
Heavy attacks are slower than normal attacks, but they deal more damage.

Critical Strike (⌄ + right-click)
Critical strikes are powerful attacks that do massive amounts of damage.

To perform a critical strike, right-click when you see the critical symbol (⌄) over an enemy's head.

Melee Skills (1, 2 or 3 while in melee mode)
You can purchase melee skills in the **Skills menu** (see **Skills** on p. 21). To use a melee skill, you must have enough power left in your power meter and the skill must not currently be cooling down.

HERO MODE

Hero mode allows you to earn XP bonuses during combat. You enter hero mode after performing a critical strike. Each successive attack that you land increases your hit streak (shown on the right-hand side of the screen). The higher your hit streak, the more XP you will gain.

RANGED ATTACKS

To enter ranged mode, scroll the **Mouse wheel** or hold the **Alt** key. While in ranged mode, you can use the abilities listed below.

Ranged Attack (left-click)
Each player character has a unique ranged attack with a different speed, range, damage, ammunition type and accuracy.

Ranged Skills (1, 2 or 3)
As with melee skills, you can purchase ranged skills in the **Skills menu** (see **Skills** on p. 21). To use a ranged skill, you must have enough power left in your power meter and the skill must not currently be cooling down.

DEFENSE

Blocking and Shields (hold Control (ctrl) key)
Blocking allows you to defend yourself from melee attacks in a 360 degree radius. Blocking with a shield equipped also protects you from ranged attacks. While blocking with a shield, your character moves more slowly. Some enemies have particularly powerful attacks that cannot be blocked.

Hold the **Control (ctrl)** key to block.

Block Attack (left-click while blocking)
Block attacks push enemies backwards and deal a small amount of damage.

Left-click while blocking to perform a block attack.

Dodge (Spacebar while moving)
Dodging enables you to evade attacks that cannot be blocked and to get away from groups of enemies.

Press the **Spacebar** while moving to dodge.

Dodge Attack (left-click while dodging)
Dodge attacks enable you to quickly begin attacking one enemy while escaping from another.

Left-click while dodging to perform a dodge attack.

Reviving Downed Allies

When one of your allies loses all health, that character enters an ailing state. Once in this state, characters will be seen crawling on the ground and in need of assistance. To revive an ailing character, move next to them and hold the **E key** until the circular bar is full and the character is revived.

NOTE: If any ally fully bleeds out and dies, your fellowship has failed! You and your allies will have to return to the previous checkpoint and try again.

Beleram - the Great Eagle

Along your journey you will meet Beleram the Great Eagle. Beleram can be called in to perform devastating aerial strikes against the enemy. When he is available to you, an eagle icon will appear in the bottom-left corner of the screen next to the ally indicators. Press the **4 key** to call him in for an aerial attack.

The skills area of your HUD shows how many Beleram attacks you have remaining. You can gain additional attacks by gathering great feathers. They can be found in chests or may be dropped by slain enemies. Great feathers are rare so be sure to explore to find them all.

To specify a particular target for Beleram, enter ranged mode and place your reticule on the enemy you wish to attack. Press the **4 key** to unleash Beleram on your target.

WEAPONS

Each character is only able to use certain types of weapon. However, there are plenty of choices available to each character.

Weapons are classified as either melee or ranged. Staffs are classified as both.

- One-handed weapons of all types can be used by any of the three heroes. However, Andriel can only use one-handed weapons if she has purchased the "Staff and Steel" skill.

- Two-handed swords and shields can be used by both Farin and Eradan.

- Two-handed axes, hammers, and crossbows can only be used by Farin.

- Staffs can only be used by Andriel.

- Bows can only be used by Eradan.

Some weapons have specific requirements: your character will not be able to use them unless they are of a high enough experience level or have a high enough ability score.

Weapon upgrades increase the damage you inflict and may confer special abilities on your weapon, such as fire damage or stunning.

You can upgrade your weapons by using Elfstones on them (see **Elfstones** on p. 29).

Many weapons have special properties. Highlight a weapon in the equipment menu and click on **More Info** to see all of its details, including the requirements to wield it and the bonuses it confers.

There are hundreds of weapons to discover and use. You'll have to play through the campaign as each player character to get the chance to use them all.

SKILLS

Each player character has a unique set of skills to unlock, which you can view in the **Skills menu**. To open the **Skills menu**, press the **Tab** (→) **key** to open the character menu, then click the stars icon ( ). Each time you level up (see **Experience and Leveling Up** on p. 23), you are awarded points to spend in the **Skills menu**.

Each character's **Skills menu** is arranged in three trees: at first, only the most basic skills will be available to you. Available skills are illuminated.

Many skills have multiple levels. The number of levels a skill has is indicated by the number of small boxes in the top-right corner of its icon. Each time you spend a point on the skill, one of the boxes will be illuminated. The more points you put into a skill, the more powerful it will be.

Once you have spent enough skill points in one level of a particular tree, the lower level of that tree will unlock.

You can re-assign your skill points by purchasing a re-spec token from a trader. However, re-spec tokens are very expensive, so choose your skills wisely!

NOTE: Play through *The Lord of the Rings: War in the North* multiple times to fully upgrade each of your player characters.

Farin's Skills

Farin's skills reflect his role as the fellowship's indomitable warrior. They enable him to buff his health and armor, and increase the damage he inflicts, as well as giving him a range of crushing attacks.

War-cry Tree
Skills from the war-cry tree give Farin the ability to increase his stats, unleash stunning blows with his shield, attract the attention of the enemy and perform charge attacks.

Sweeping Attack Tree
Several skills from the sweeping attack tree enable Farin to deal damage to multiple enemies with one attack. You can also purchase skills that reflect damage and ones that do explosive damage.

Crushing Blow Tree
Skills from the crushing blow tree give Farin rapid-fire ranged attacks and single-strike attacks that do massive amounts of damage. There are also skills that reduce the amount of power required to use some of Farin's other skills.

Andriel's Skills

Andriel's skills make her the perfect support member and healer for the fellowship. She is able to protect the group by offering health buffs and shield spells.

Sanctuary Tree
Skills from the sanctuary tree include a powerful shield spell that protects the group, as well as healing skills and armor buffs.

Word of Command Tree
Skills from the word of command tree give Andriel the ability to cast area-of-effect and energy attacks that knock enemies off their feet. There is also a dual-wielding skill that allows you to equip a staff and a single-handed weapon at the same time.

Empower Staff Tree
Skills from the empower staff tree include a ranged attack that can be charged up, as well as skills that increase the firing speed of her staff and add a detonation effect to her sanctuary shield.

Eradan's Skills

Eradan's skills enable him to further refine his natural stealth abilities and deal deadly attacks with sword or bow.

Evasion Tree
Skills from the evasion tree give Eradan the ability to enter a stealth mode that prevents his enemies from seeing him. More advanced skills in this tree enable him to perform powerful stun attacks while in this mode.

Ranger Strike Tree
Skills from the ranger strike tree grant Eradan the ability to perform devastating single-strike attacks, dual-wield weapons and increase his two-handed weapon damage.

Heavy Shot Tree
Skills from the heavy shot tree enable Eradan to do huge amounts of damage with his ranged attacks by using charged shots, stunning shots and multi-shots. The "Broad Quiver" skill in this tree increases the number of arrows that Eradan can carry: at first, he may only carry 40 arrows, but this number increases with each point that you put into the skill.

Experience and Leveling Up

During combat, you and your allies will gain experience, or XP. When you gain enough XP, your character will gain a level and you will be able to increase your stats and learn new skills. You can see how close you are to leveling up by looking at the yellow bar in the bottom-left corner of your HUD. When the bar fills completely, you will gain a level.

You can view the exact amount of XP that you have gained in the **Stats screen**. To access the **Stats menu**, press the **Tab (⇥) key** to open the character menu, then click the bar chart icon (📊).

Each time an enemy is killed, your entire fellowship gains XP. Your character will gain bonus XP by performing maneuvers like critical strikes and skill attacks, and by achieving high hit streaks and executing brutal killing blows.

When your character levels up, the number on the level indicator in the bottom-left corner of the screen will increase. Press the **Tab** (→|) **key** to enter the **Level Up screen**: you will then be able to distribute ability points and purchase new skills.

NAVIGATING MIDDLE-EARTH

CONVERSATIONS

You can talk to many of the characters that you meet during your journey. Sometimes, conversations will begin automatically. At other times, you can press the **E key** while standing near a character to speak to them.

Conversations allow you to uncover more information about your current quests and unlock side quests, as well as to discover the lore of Middle-earth. You will also be able to buy and sell items during certain conversations. Select from the options presented to drive the conversation in the direction you wish. Use the **Investigate option** on the left-hand side of the conversation dialog to push for more information on the current topic.

NOTE: In a multiplayer game, the host makes all conversation selections.

CHECKPOINTS

Your fellowship will come across checkpoint gates as you play through *The Lord of the Rings: War in the North*. All players must be present to continue through these gates. In many cases, you will need to defeat all enemies in an area before venturing forward. When everybody is present and ready to move forward, you will see a fully assembled fellowship symbol. Move next to the symbol and press the **E key** to proceed.

NOTE: When playing with AI controlled allies, you do not need to gather all characters to proceed.

TOWNS, STORES AND BLACKSMITHS

The towns in *The Lord of the Rings: War in the North* contain shops and blacksmiths. Use these facilities to buy and sell items or repair your gear. Shopkeepers may also have useful information or quests for you, which you can discover by talking to them.

NOTE: When the durability icon (⚒) appears at the in the top-left corner, one of your items is in need of repair. You can view the maximum and current durability of your equipment by highlighting it in the equipment menu. Equipment in need of repair is less effective than usual (for example, a damaged sword does less damage), so you should repair items at blacksmiths when their durability is low.

Travel Points

Throughout your journey, you will find beams of light that allow you to buy and sell items or travel quickly to a town. To do either of these things, move next to the light and press the **E key**. You will then be able to choose whether to trade or travel to a nearby town.

Middle-earth Map

As your fellowship travels through Middle-earth, you will be prompted to choose destinations on the Middle-earth map. It will appear when you reach certain checkpoints or when you use travel points. To choose a destination, click its icon on the map to highlight it, then select **Travel.** Select **Travel here** from the dialog that appears to journey to that location.

As you progress through the campaign, your journey is tracked and new areas will appear on the map. You can view information about each location by highlighting it on the map and selecting **Toggle Description.**

Challenge Maps

When you reach the Ranger camp at Sarn Ford, you will unlock two arena-style challenge maps, Osgiliath and Lórien. You can travel to Osgiliath and Lórien via the Middle-earth map (see above). To view character level recommendations for each map, highlight its icon on the map, then select **Toggle Description.**

Challenge maps contain a collection of enemies from the campaign. When you beat a challenge map, you will earn XP. You will also collect loot and coins from enemies as you would during the campaign.

Each map has a fellowship symbol located somewhere in the immediate area, which you can use to exit the map and return to a town. To do so, move next to the fellowship symbol and press the **E key**. If you exit a challenge map before completing it, you will restart from the beginning of the challenge the next time you enter the map.

Loot


```
Chest
┌─────────────────────────────────────┐
│  Kings-smith's Leg Guards           │
│  Value                      🜚 100   │
│  North-kingdom Helm                 │
│  Value                      🜚 123   │
│  Great Feather                      │
│  Value                      🜚 50    │
│  Bronze Horn                        │
│  Value                      🜚 40    │
└─────────────────────────────────────┘
Loot All          Loot          Exit
```

As you fight your way across Middle-earth, you will gather plenty of loot. You will find items and equipment in crates, chests and piles. Enemies may drop loot when they are killed.

You can give items and equipment to other members of the fellowship. To do so, highlight the item you wish to give away in your inventory, then select **Give**. Use the arrows in the dialog to adjust the quantity of the item that you would like to give away, then select the character to whom you wish to give it.

Equipment

Equipment includes weapons, armor, shields, amulets and rings.

Some items you collect will be part of a larger set that will grant you unique and powerful bonuses. The more items from a set that you are wearing, the greater the bonuses you will receive. Each set comprises six items.

To see whether a piece of equipment is part of a set, highlight it in the equipment menu: if it is, this will be detailed in the description that appears. Select **More Info** to see additional information about the item, including the bonuses you will receive for wearing multiple items from that set. The item's description will include six armor icons that represent the six items in the set: if you are wearing any of these items, their icons will be illuminated.

NOTE: Some items may only be equipped by certain characters. If your character cannot use an item, you may wish to give it to another member of the fellowship or sell it.

Items

Coins

Coins are often dropped by slain enemies or found alongside other loot. There is no limit to the number of coins that you can carry. Use them at stores or blacksmiths to buy items and equipment or to repair your existing equipment.

Ammunition

Ammunition includes arrows and bolts. To perform a ranged attack, your character must have the appropriate ammunition in their inventory: Eradan must have arrows and Farin must have bolts. Andriel does not require ammunition: her ranged attacks are fueled by power (see **Health and Power** on p. 15).

The number of arrows or bolts that a character can carry is limited. When you begin the game, Farin and Eradan can only carry 40 arrows or bolts. Eradan can increase this number by adding points to the "Broad Quiver" skill.

Elfstones

Elfstones can be slotted into weapons and armor to give them special or magical properties. An Elfstone can be added to any piece of equipment that has an open slot. To add an Elfstone to an item, highlight the Elfstone in the items menu and select **Use**. Items that you can add it to will be highlighted and an empty slot will be shown in the top-left corner of their icons. Double-click on a highlighted item to add the Elfstone to it.

Once you have added an Elfstone to a piece of equipment, it cannot be removed: you can neither retrieve the stone nor empty that item's slot.

POTIONS

There is a wide variety of potions to find in the game, with various effects, but the most common are health and power potions. These potions restore your health and power, respectively (see **Health and Power** on p. 15).

To use a potion, highlight it in the items menu and select **Use.** To use a health or power potion quickly during battle, press the **5 key** for health or the **6 key** for power.

Miscellaneous Items

There are various items that you cannot equip, but which can be sold at shops for coins. These include gems and decorative items.

FELLOWSHIP ABILITIES

Each player character has a unique ability to find hidden areas and treasures the other members of the fellowship can't find. Use these abilities to find the best loot and share it with your teammates.

Farin, the Dwarf, can spot hidden cracks in walls that can be broken open. He can also find veins of gold in rock walls.

Andriel, the Elf, has the ability to find secret runes that she can open with a whisper. She can also find and collect special plants that can be crafted into valuable potions and elixirs from within the items menu.

To brew a potion, select an ingredient in the items menu and select **Use.** Hover over another ingredient: if the two make a useful potion, the details will appear. Click on the ingredient to brew that potion.

Eradan, the Ranger, can find hidden caches of gear and weaponry that have been stashed by other Rangers. Be on the lookout for footprints leading to a Ranger emblem.

When you come across one of these hidden areas or special items, you can inspect it by moving next to the area and pressing the **E key.**

Summary Info

Each level ends with a **Summary Info screen** that allows you to view stats for each character in your fellowship. On this screen, you can see how well you are doing in combat, how many secrets you have found and how many items you have used.

You can also switch your player character selection from this screen. To do so, select **Swap Character.** You will then be able to pick a new character from the screen that appears.

Your new character will begin at the same level as your previous character. However, you will need to redistribute your ability points and skills as if you had just leveled up.

NOTE: In a multiplayer game, only the host can select **Swap Character.**

LAN Co-op Campaign

Team up with others to explore and fight through the three-player campaign together! Combine your skills to develop the best strategies and trade items with each other to create a more powerful fellowship. Be sure to keep an eye out for secrets only your character can find to get the best loot. Only by working together do you have any hope of defeating Agandaûr.

You can play a co-operative campaign over a local area network (LAN) with up to two other players.

Playing a co-op campaign in *The Lord of the Rings: War in the North* is slightly different depending on whether you wish to host the game, or simply join it.

To host a game

1. From the **Main Menu**, click **Select Game.**

2. The **Select Game screen** will appear. If you wish to start a new campaign, select **New Game**, then select a difficulty level. If you wish to continue a saved campaign, select **Load Game**, then select the game you wish to load from the list that appears.

3. You will be returned to the **Main Menu.** Select **Multiplayer.**

4. The **Multiplayer Options menu** will appear. Select **Create Player Match.**

5. Select the character you wish to play as by clicking on one of the models on-screen. If another player has already selected a character, their player name will be displayed next to it and you will be unable to select it.

6. Once all the players have joined the game and selected their characters, click **Select.**

7. A dialog will appear asking whether you wish to launch the game. Select **Yes, launch game** to begin playing.

NOTE: You do not have to start a new campaign in order to play co-operatively: you can invite other players to take the part of the AI characters in a saved single-player campaign.

To join a game

1. From the **Main Menu**, select **Multiplayer**.

2. Select **Match Search**.

3. The **Games List screen** will appear showing a list of available LAN campaigns. Highlight the campaign you wish to join and select **Join**.

4. If your game has not been saved at the same chapter and part as the host's, a dialog will appear asking you how you would like to manage saving. Select the option you wish to use.*

5. Select the character you wish to play as by clicking on one of the models on-screen. If another player has already selected a character, their player name will be displayed next to it and you will be unable to select it.

6. The game will begin once the host launches it.

* For more information, see **Can I play a co-op campaign if I am not at the same point in the campaign as the host?** in the FAQs.

Quick Match

You can use the quick match feature to find and connect to any available game. To do so, select **Multiplayer ⇨ Quick Match**. If a game is available, you will be connected to it automatically. If no games are available, you will be assigned as the host of a new game that other players can join.

Quick Tips

Combat

- Left-click to perform a normal attack and right-click to perform a heavy attack. Heavy attacks are slower, but do more damage.

- Scroll the **Mouse wheel** or hold the **Alt key** to enter ranged mode. While in ranged mode, left-click to perform a ranged attack.

- To quickly close distance to an enemy, use your heavy attack.

- To sprint, press and hold the **Shift (⇑) key** while running.

- To block, press and hold the **Control (ctrl) key**.

- When a yellow arrow (⬇) appears above an enemy's head, right-click to perform a critical strike.

- Be sure to revive downed allies before they bleed out. To revive a fallen ally, stand near them and hold the **E key**. If an ally dies, the group must return to the previous checkpoint.

- If you get knocked down and need to be revived, call for help by pressing the **E key**.

- Earn bonus XP by performing a critical strike at the same time as an ally.

- Press the **Spacebar** while moving to roll and evade enemy attacks.

- To perform a dodge attack, press the **Spacebar** while moving to dodge, then quickly left-click to attack.

- To signal your allies to attack a target, press the **C key**. To signal your allies to defend, press the **Z key**.

- You can view your compass by holding the **Q key**. Your compass shows the direction of your objective and the positions of your allies.

RESOURCES

⚔ To use a health potion, press the **5 key.**

⚔ To use a power potion, press the **6 key.**

⚔ To slot an Elfstone into a weapon or piece of equipment, highlight the Elfstone in your inventory and select **Use.** Double-click on the item to slot the stone into it.

⚔ Each character will find loot that is of more use to the other members of the fellowship. Use the **Give button** in the inventory to trade items back and forth.

SKILLS

⚔ Eradan can use his "Evasion" skill to revive allies without being detected.

⚔ Andriel can protect all allies from ranged attacks by using her "Sanctuary" skill.

⚔ Farin can resist hits by using his "War-cry" skill. This comes in handy when an ally needs to be revived.

⚔ Your current level is shown on your character's symbol, in the bottom-left corner of the screen.

⚔ You earn XP by killing enemies. When your XP meter is full, you will level up.

⚔ When you level up, you will earn points that you can use to upgrade your skills and abilities.

⚔ You can change your skill and ability points allocation by using a re-spec token purchased from a trader.

CHARACTER MENU

⚔ Press the **Tab (→) key** to access the character menu. In this menu, you can browse through the **Equipment, Items, Skills, Log** and **Stats menus.**

⚔ To give an item to an ally, highlight it in your inventory and select **Give**, then choose the ally you wish to give it to.

⚔ You can rearrange the items in your inventory by clicking an item and dragging it to a new cell.

⚔ You can drop items to make more space in your inventory. To do so, highlight an item and select **Give**, then select **Drop**.

ADDITIONAL FUNCTIONS

⚔ You can view your current and completed quests, as well as review tutorial messages, in the **Log menu.** Use the icons on the left-hand side of the screen to switch between quests, completed quests and tutorial messages.

⚔ You can customize your appearance at the various mirrors located in towns. To do so, stand next to a mirror and press the **E key.**

⚔ When playing a multiplayer game, all players should be at the same point in the campaign. If they are not, the person with the earliest save file should host. Otherwise, some players' progress may not be saved. The campaign progress of a save is expressed in chapters and parts, and can be seen on the **Select Save Game screen** when loading your game.

TECHNICAL SUPPORT

Every effort has been made to make *The Lord of the Rings: War in the North* **as compatible with current hardware as possible. However, if you are experiencing problems when running** *The Lord of the Rings: War in the North*, **please read on.**

The latest version of the FAQs can be found by selecting the **View FAQs button** in the **Support tab** of the *The Lord of the Rings: War in the North* pre-game **Options window** (this is the window that opens when you launch the game), or by going straight to the Feral website:
http://support.feralinteractive.com

CONTACTING FERAL

If the FAQs and/or updates do not solve your problem, then please feel free to contact us. The following information must be obtained *before* contacting Feral Technical Support:

1. The error message displayed when the problem occurred (if any).
2. A **The Lord of the Rings - War in the North Report.txt file.** This contains:
   - An Apple System Profiler Report of your Mac
   - Any crash logs that exist for *The Lord of the Rings: War in the North*
   - A list of the game's contents

All the information required can be obtained by opening *The Lord of the Rings: War in the North* and clicking on the **Support tab** in the *The Lord of the Rings: War in the North* pre-game **Options window.** In the **Support tab,** click on the **Generate Report button.** Once the report is generated it will appear as a file in your **~/Downloads folder** (the "~" symbol refers to your home directory). Now click on the **Create e-mail button.** Remember to attach the **The Lord of the Rings - War in the North Report.txt file** to your e-mail.

In your e-mail, please include a brief description of the problem you have experienced with *The Lord of the Rings: War in the North*. We will do our best to help you.

E-Mail: **support@feralinteractive.com**

If you prefer to speak with a member of the support team, you may call on the following numbers:

North America Callers
Tel: **1-888-592-9925** (Toll Free)

Available between 9.00am and 6.00pm Central Standard Time, Monday to Friday.

United Kingdom Callers
Tel: **020 8875 9787**

Available between 9.00am and 6.00pm GMT, Monday to Friday.

International Callers
Tel: **+44 20 8875 9787**

Available between 9.00am and 6.00pm GMT, Monday to Friday. Outside of business hours, please leave a message with your name, number and the game for which you are seeking support.

WARRANTY

Please check the warranty information provided by the Mac App Store.

CREDITS

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