

The Lord of the Rings Online

SIEGE OF MIRKWOOD



Online Interactions
Not Rated by
the ESRB

STARTER GUIDE



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.

Internet connection required. Additional online fees apply.

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GETTING STARTED

INSTALLATION

1. Insert *The Lord of the Rings Online™: Mines of Moria™* DVD into your disc drive.
2. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows taskbar, then:
 - ◇ If you are using Windows XP. Click Run and type D:\lotrosetup, and click OK.
 - ◇ If you are using Windows Vista. Type D:\lotrosetup in the "Search" box and press Enter.(If your disc drive is assigned to a letter other than D, substitute that letter.)
3. Click Next and follow the remainder of the on-screen instructions to finish installing *The Lord of the Rings Online: Mines of Moria*.

Installation of DirectX® & Other Software

Depending on your system and installed software, additional components may need to be installed. The game will automatically detect, install or update these components. Click Next to complete this process.

STARTING THE GAME

If you are using Windows XP. Double-click on *The Lord of the Rings Online* icon on your desktop to open the Launcher panel. You can also click the Start button on your Windows taskbar and select Programs >> Turbine >> The Lord of the Rings Online >> The Lord of the Rings Online.

If you are using Windows Vista. Click the Start

button on your Windows taskbar and click Games to open the Windows Games Explorer. Double-click *The Lord of the Rings Online* icon to open the Launcher panel.

CREATING A USER ACCOUNT

To log into the game, you must have a valid subscription to *The Lord of the Rings Online*. When you install the program, you will automatically be taken through a step-by-step process for setting up your account. Follow the on-screen instructions for obtaining your username and password. You can also go to MYACCOUNT.TURBINE.COM and register there.

LAUNCHER PANEL

The Launcher panel is your gateway to Middle-earth. Here you will receive game updates and patches, read news and announcements, and sign into the game. Click the hyperlinks in the news articles or the buttons at the top of the launcher to open the links in your Internet browser.

Enter your username and password to start the game. If you have entered the game before, it will automatically take you to the last world you entered. To avoid this, uncheck the "Enter last-played world" box.

SERVER SELECTION

When you enter the game, you must choose the world (or server) where your characters exist. The game worlds contained on each server are identical, the only difference is each world's community is populated by different players. It makes almost no difference which server you choose initially.

One reason to choose a specific world is if you have friends who play *The Lord of the Rings Online* and you would like to adventure with them. If this is the case, find out which world their characters are on and create a character on that world.

Important

Never give your password to anyone. No one from Turbine will ever ask you for your password.

CREATING A CHARACTER

The following are some guidelines for creating your first character. You will find a great deal more information provided in the Character Creation screens. As you play, your character will grow in power by developing skills and acquiring new equipment while adventuring.

RACE

There are four races to choose from – Dwarves, Elves, Hobbits and Man – each with its own strengths and weaknesses. Not all races can play all classes (see chart on next page).

You can choose to play as a male or female for most races. There are no penalties or bonuses attached to either gender. Your character's gender just determines his or her appearance in-game.

DWARF



The stout Dwarves of Middle-earth are known for their steadfast determination, hearty strength, and commitment to all things found

in the world's deep places. Living a secretive life in their homes beneath the great mountains, Dwarves are expert miners and workers of stone and metal. Dwarves make excellent warriors, displaying unique toughness in battle.

ELF



Tall and strong, fair and graceful, Elves have keen senses and a deep affinity for the beauty of the natural world. Throughout the ages, the deeds and struggles of the noble races of Elves have been entwined with the history of Middle-Earth.

Elves do not grow old as other races do — there are Elves abroad in Middle-earth today who still remember their youth in the First Age. They remember all too well the devastation caused by the tides of evil that once darkened the land — a shadow that threatens to do so again. In ages past, the Elves

Pop-Ups

You can hover the cursor over most icons in the game to display a pop-up window with detailed information.

divided into many different groups, and settled throughout Middle-earth, primarily in the ancient forested realms where they still live.

HOBBIT



There are few recorded deeds of Hobbits until late in the Third Age of Middle-earth, which is just the way Hobbits prefer it. They are a simple, quiet folk, preferring to dwell in hillside holes in and around the land known as The Shire. These small folk enjoy the peaceful endeavors of farming, eating and gift-giving, rather than concerning themselves with the dangerous affairs of the rest of Middle-earth.

In these dark days, however, it is the unassuming Hobbits, with their often surprising cleverness in both word and action, who will have the greatest affect in the war between the Free Peoples of Middle-earth and the lengthening shadows of evil ... from Angmar, to the north.

RACE OF MAN



Man is the shortest-lived of the races of Middle-earth, yet also the race destined to rule in the years beyond the Third Age. Man's mortality was considered a unique gift, but in time it became known as "The Doom of Men" and the source of lamentation. Men are capable of great courage and honor, yet they can also easily fall prey to ambition, deceit and betrayal.

Playable Classes

	Burglar	Captain	Champion	Guardian	Hunter	Lore-master	Minstrel	Rune-keeper	Warden
Man	X	X	X	X	X	X	X		X
Dwarf			X	X	X		X	X	
Hobbit	X			X	X		X		X
Elf			X	X	X	X	X	X	X

CLASS

A character's class defines their role as an adventurer in Middle-earth. The class you pick will define what skills your character acquires and refines.

Burglar



The Burglar is the class for players who enjoy using cunning and tricks to defeat their opponents. A stealthy trickster, the Burglar can dart in and out of the shadows to befuddle, weaken, or attack foes. An unexpected strike from behind by a Burglar can stun enemies, allowing others in the fellowship to combine their efforts for a devastating attack. Burglars are not formidable in one-on-one combat, and must exercise caution when adventuring alone.

Captain



The Captain class is an excellent choice for players who enjoy aiding their fellows while participating in melee combat. With a number of support skills and the ability to call Heralds to fight alongside, a Captain is a natural leader for a fellowship. A Captain provides hope and leadership to his fellows, inspiring them to greater deeds.

Champion



Players who enjoy fast-paced combat with multiple options available at any moment will enjoy playing a Champion. A true master of arms, the Champion excels in combat, focusing on destroying her foes. While a Champion's training grants her some survivability, it is not her focus, and she can quickly find herself in trouble when facing several foes on her own.

Guardian



The Guardian is the class of choice for players who enjoy hard-fought battles and heavy hand-to-hand combat. The Guardian is one of the few classes willing and able to draw blows onto himself, and can retaliate with devastating response. A Guardian uses taxing attacks and irksome taunts to draw and hold opponents' attention, relying on his shield and weapon to turn aside incoming attacks with blocks and parries.

Hunter



The Hunter is the class of choice for players who enjoy striking a target from a distance. Tracker, pathfinder, and master of the bow, the keen-eyed Hunter can fire arrows to devastating effect. Hunters are known to lure their targets into traps to hinder them, giving them time to use their bows to deadly effect. A Hunter's knowledge of nature also provides skills that help her and her fellows thrive in the wild.

Lore-master



The Lore-master uses his knowledge of ancient wisdom to attack his foes or to ease the suffering of his companions. He can even communicate with animals and request their aid, and also use his knowledge to daze, harm, and hinder his enemies.

Minstrel



The Minstrel is the class for players who want to help their fellowship members keep going through the darkest of times. With a vast repertoire of tales both fair and foul, a Minstrel restores the Morale of her fellows and causes her enemies to despair. Though able to wield weapons, Minstrels prefer to let their words, rather than their swords, speak for them.

Rune-keeper



The Rune-keeper is a master linguist who uses special runestones to write and present words of power, turning the elements against foes, and inspiring allies to continue the fight. A Rune-keeper can change from healer to offensive caster between battles and is an excellent choice for players who like to change roles.

Warden



The Warden is a good choice for players that enjoy a more strategic feel to melee combat. Wardens build advanced Gambits from sequences of their base attacks, triggering powerful abilities that can aid their fellows or harm their foes. Wardens are at home in the thick of melee. Wardens are masters of the Spear and Javelin, and their Ambushes have many times ended a battle before it was even begun.

APPEARANCE, NAME AND BACKGROUND

This screen lets you customize the physical features of your new character, and choose a name and a place of origin.

Choose your land of origin from the drop-down menu on the left. Note that land of origin slightly alters the palette of your character's eyes, skin, and hair color choices.

Change your character's appearance by clicking the arrows next to the attributes, selecting skin and hair colors, and choosing a body type. You can also click the Randomize button and let the interface choose for you. If you see a particular attribute that you would like to keep, click on the Lock icon. If you click Randomize again, this feature won't change, but the others will.

Next, enter your character's name in the Name window on the upper-left. You will see different suggestions fitting with the Middle-earth background, but the choice of naming your character is up to you.

Note: In the interest of a player-friendly game environment, inappropriate names are not allowed and will be automatically rejected.

PDF Manual

The PDF Manual is available as a free download from WWW.LOTRO.COM and provides a wealth of details into every aspect of *The Lord of the Rings Online*.

Here you can review details about your class, traits, crafting, and more. You can even print out individual pages that are of interest to you.

If you're looking for more information on a topic, check here first.

YOUR FIRST GAME EXPERIENCE

When your character enters Middle-earth for the first time, he or she joins an epic story that begins approximately after Frodo leaves the Shire with the One Ring. Through a series of special quests, called epic quests, you will meet and fight alongside (and against) the characters you know from the books by J.R.R. Tolkien.

The epic quests begin differently depending on your character's race, but each starts as a private adventure (called an instance) the moment you enter the game. To begin this first quest, talk to the character in front of you who has a gold ring above his head by pointing the cursor at him and right-clicking. This will begin to explain the story from the perspective of your character's race, and teach you gameplay basics, such as looting, equipping an item, attacking, and using your skills.

After this first quest, your character will be transported to a new player area: Hobbits and Men are taken to Archet in Bree-land, while Dwarves and Elves are taken to Thorin's Gate in Ered Luin. Here, you will have access to many of the game features, including vendors, trainers, and fellowships, but you will still be restricted to the new player area. Maps for these two areas are on the next page.

To advance beyond the new player area, you must continue to complete the epic quests, labeled Introduction in your Quest Log. Introduction quest givers have a flaming gold ring above their heads. Once you complete the Introduction series of quests, your character will be allowed to enter the larger world.



Speak with (right click on) characters with gold rings above their heads to acquire quests.



HINTS

The game displays tutorial hints in a pop-up window as you encounter new situations. Reading these hints is a great way to learn how to play the game. Each hint only pops up once.

MOVEMENT

Press **W** to move your character forward, **S** to move backward, and **A** and **D** to turn left and right, respectively. You can also use the arrow keys to move your character. **Q** and **E** make your character strafe left and right.

Press **Spacebar** to make your character jump. Press **I** to toggle between running and walking mode.

CAMERA CONTROLS

While moving your character, the camera stays locked behind you, but you can position the camera anywhere around your character to get a better view of your environment.

Mouselook mode allows you to control the camera with your mouse. You can enter Mouselook mode by holding down the right mouse button and moving the mouse.

When you are in Mouselook mode, **A** and **D** make your character sidestep left and right.

To rotate the camera around your character, click and hold the left mouse button and move the mouse.

If you press both the left and right mouse buttons simultaneously, your character will move forward and moving the mouse will make him turn.



First-person mode (***** Numpad) brings you face-to-face with the LOTRO locals.

You can zoom in and out by spinning the mouse wheel. Zooming in completely will put you into first-person view; you can also press ***** (on the Numpad) to toggle between first-person and third-person views. Reset the camera to its default position by pressing **O** (Numpad) or **H**.

BASIC INTERACTIONS

Other Characters

Target another character by clicking on her and then right-click to bring up a pop-up menu that lets you trade, send a private message to, inspect her, and more. You can also display the character pop-up menu by right-clicking on a character's name in the Chat window.



Step inside the light to pass over into a new area.

Doors

While exploring, you will come across buildings that you can enter. If you point the cursor at a door and it highlights, you should be able to enter it by double-clicking or right-clicking on it. If it does, you can step forward into the glowing entrance to enter.

Looting



Right-click any item to add it to your inventory.

Some objects contain items that you can acquire. Bodies will sparkle to indicate that they contain loot. Other lootable objects, such as chests and backpacks, will highlight when you mouse over them.

Double-click or right-click an object to display its contents in a pop-up box. Double-click or right-click an object to put it in your inventory. You can also click on the Loot All button to move all objects into your inventory.

MAIN GAME SCREEN



1. Character Vitals (P. 16)

2. Target (P. 16)

3. Minimap (P. 16)

4. Quest Tracker (P. 18)

5. Chat Log (P. 18)

6. Pet Shortcut Bar (P. 18)

7. Game Control Bar (P. 18)

8. Auto-Attack (P. 21)

9. Quickslot Bars (P. 21)

10. Inventory Bags (P. 21)

11. Alert Icons (P. 22)

1 CHARACTER VITALS



The meters in the top-left corner indicate your current Morale Points (green) and Power Points (blue). Morale is an indicator of your current health – if you lose all of your Morale points in a battle, you become incapacitated. Power Points are required to use skills, such as special attacks.

Fellowship members' vitals appear below your own. Left-click on a fellowship member's vitals to target him (for healing, for example). You can also use F1 – F6 to target members of your fellowship.

When you are under the influence of an effect (poison, a wound, a Morale boost, and so forth), the effect is indicated under your vitals by an icon. Hover your cursor over the icon to see a description of the effect. If an effect has a fixed duration, its remaining time countdown is displayed.

2 TARGET



When you left-click on a target — such as another player character, an NPC, or an enemy — its name and vitals will be shown next to your vitals. Hostile enemies display Morale in red, neutral characters show a yellow bar, and friendly characters have a green Morale bar. To toggle between hostile targets, press **[Tab]**.

3 RADAR (MINI-MAP)

The Radar displays a small map of your immediate surroundings. It shows the direction you are facing and the direction and distance to other places in the game world. North is always up on the Radar.

Arrows pointing off the edge of the Radar indicate directions to towns (gold), resources (blue), and other important targets. Icons on the map indicate NPCs and items near your character. Hover the cursor over an icon to display information about it.



The mini-map shows items of interest near you.

1. **Vendor:** Indicates an NPC who will buy/sell items.
2. **Gold Ring:** Indicates Quest NPC or quest objective.
3. **Fellowship Member:** Green circles indicate other fellowship members. If one of your fellowship is beyond the edge of the Radar, a green arrow indicates his direction.
4. **Trainer:** Scroll icons show the location of trainers.
5. **Date and Time:** Hover the cursor over the button in the upper-left to display the current date and time.
6. **Destiny Points:** The button in the upper-right of the mini-map opens your Destiny Points. You use your Destiny Points to buy short-duration buffs.
7. **Hope/Dread:** Every character has the spirit of an adventurer. Your spirit will change based on the people, places, and things that you encounter. You can see your current level of Hope (blue) and Dread (red) by hovering the cursor over the Hope/Dread icon on the Radar. See the Spirit section of the PDF Manual for more details.

Full-Screen Map

Press M or click on the map icon in the lower-right of the Radar to display a full-screen map of the region you are in. You can see maps of other locations in Middle-earth by right-clicking on the Map to zoom out and left-clicking on a highlighted area to zoom in. Alternatively, select a map by pulling down the Show Map menu.

On the map, pull down the Filter Map Notes menu for a complete list of icons available for the current map. To toggle a specific type of icon on/off, click on its name.



Use the full-screen map to view the larger area around you. Points of interest are automatically flagged once you discover them.

4 QUEST TRACKER

The Quest Tracker keeps you updated on up to five quests at a time. Once you have completed part of a quest, your Quest Tracker automatically updates to display the next objective.

5 CHAT WINDOW

The Chat window is where you send and receive chat messages, see combat results and more. You can type messages in the Chat box, send other players private messages, and make your character perform emotes, such as dancing. See Chatting on page 25 for more information.

6 PET SHORTCUT BAR

Some classes, such as Lore-Masters, can summon pets to fight alongside them. When you summon a pet, your Pet Shortcut bar appears. Use this Shortcut bar to give your pet commands, such as Attack, Follow, Assist, and Stay. You can place any of the Pet icons on a regular Quickslot bar and assign keystrokes to them. See the PDF Manual for more information.

7 GAME CONTROL BAR



A B C D E F G H

The six buttons on the bottom-left of the screen make up the Game Control Bar, which gives you access to most game elements.

A. Main Menu

Display help, change options, log off character, or quit the game.



Click a gold ring in your Quest Tracker to open that quest in your Quest Log.

B. Crafting Panel

Crafting allows you to turn raw materials — such as animal hides and copper ore — into items like armour and weapons. See the PDF Manual for more information.

C. Social Panel

The Social Panel allows you to search for a fellowship, maintain a Friends list, and more. See the PDF Manual for more information.

D. Deed Log

Deeds are accomplishments that earn you new titles and abilities. Typical Deeds include visiting all the Points of Interest in a region and slaying a certain type of monster. The Deed log tracks all of your Deeds, including levels of completion and the rewards that you will receive once you complete it. For more information, see the Deeds section of the PDF Manual.

E. Quest Log

The Quest Log displays the quests you have accepted. Click on a quest on the left side of the panel to display its current objective, details of the quest, and your reward for completion on the right. To finish a quest, you must complete all its objectives, then speak to the indicated NPC.

F. Character Journal Panel

The Character Journal contains many details about your character, including statistics, equipped gear, skills, traits, titles, and more. Click the Character Journal icon or press **C** to open it.

G. Trait Sets

This opens up three potential sets of advancement for your character. In addition to these three paths, you can customize your hero's abilities. For more information on trait sets, refer to the PDF Manual.

XP Bar

The orange bar at the bottom of the screen is your XP Bar. It displays your level, total experience points (XP), and the amount of XP you need to achieve your next level.

H. Item Advancement

When you reach level 50, you will find legendary items that can be customized by your hero. Item advancement is a high-level feature more fully explained in the PDF Manual.

Character Tab

The top line displays your name, class, and level. The boxes surrounding your character illustration show your currently equipped gear.

You can click the Eye icon next to a piece of gear to toggle its display on your in-game character. For example, you can make your character look barefoot by toggling off her shoes.

Your stats are listed at the bottom of the Character Journal. Your initial stats are determined by class and race, and they improve as your character gains experience, earns Traits, wears certain equipment, and more. Stat colors give you additional information — red stats currently have a penalty of some sort, green stats currently have a bonus, and white stats are unmodified.



The Character Journal (C) lets you equip items, see character stats, deeds, skills, and more.

Bio

This displays any biographical information that you have created about your character. To add to it or change it, click the Edit button. All other players can see your Bio by inspecting you.

Skills Tab

Each class can use certain weapons and armour, and begins with a few special abilities — for example, a Burglar has surprise attacks, and a Lore-master can summon a pet. These special abilities are called skills. To acquire a new skill, you must buy it from a Trainer for your class when you level up. Trainers are marked on the Radar and the World Map with a scroll icon.

To get more information on a skill, hold your cursor over it. To use a skill, drag it from the Skills window to a slot in your Quickslot bar.

Traits Tab

As you progress through the game, you will earn Traits by completing Deeds, quests, and (occasionally) simply by leveling. You must speak with a Bard to “equip” a Trait. See the PDF Manual for more information.

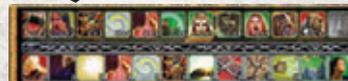
Title Tab

This panel lists all the Titles you have earned. You begin the game with one Heritage Title, referring to your homeland. As you adventure, you earn more fame, and thus more Titles. To display a Title so that others can see it, select it and then click Make Active. To remove a Title, select Clear Active.

8 AUTO-ATTACK BUTTON

Once you have a target, click this button to start attacking. You can also press to start attacking.

9 QUICKSLOT BARS



The Quickslot bar contains 12 spaces to place shortcuts to skills, equipment, armour, and even food. You can add an item or action to a Quickslot by dragging its icon from a window (such as your inventory or Skills list). Activate a Quickslot by either left-clicking it or by pressing the corresponding button (1) – (6) on the top row of your keyboard). You have access to a total of six Quickslot bars — see the PDF Manual for more information.

10 INVENTORY BAGS

As you complete quests, defeat enemies and find treasure, you will accumulate weapons, armour, special items, and more. These items are stored in your inventory. Click on the bag buttons at the bottom-right of the screen, or press to open all of your inventory bags.



Hover the cursor over any item to display a tooltip for that item. If you already have a similar item equipped, a second tooltip

In addition to inventory, you can also store items at a Vault in most big towns. See the PDF Manual for more info.



displays the equipped item's stats next to the first tooltip. To equip an item from your inventory, double-click it, right-click it, or drag it to the appropriate equipment slot in the Character Journal window.

To permanently destroy an item, drag it out of your inventory and drop it into the game world. You will be asked to confirm your action before the item is destroyed.

If you cannot currently use an item in your inventory, its icon has a red border. If you hover the cursor over it, the description pop-up lists what keeps you from using it, also in red.

11 ALERT ICONS

When you achieve a goal, such as earning a new Deed or Title, an icon appears on the lower-right side of the screen. Click on an icon to open the associated window.

NPCS

As you explore the world, you will meet other characters. Some are controlled by other players (player characters, or PCs), with whom you can chat and adventure. The rest will be non-player characters (NPCs). To talk to any NPC, go up to him and right-click or double-left-click on him. If he has something to say, he will talk to you.

Some NPCs have icons above their heads, signaling a special purpose.



Quest – Talk to any NPC with a gold ring above his head to get a quest within your level. Performing quests is the quickest way to advance and obtain good equipment.



Epic Quest – A flaming ring indicates that the NPC will offer you a quest that is part of the Epic story. These often difficult quests offer valuable rewards and feature well-known characters from Middle-earth, such as Gandalf and Strider.



Vendor – Talk to a vendor NPC to buy, sell and repair items.



Trainer – Talk to a trainer NPC associated with your class to train new skills after you have advanced a level. Trainer NPCs also sometimes sell class-related items.

VENDORS

Double-click on a vendor to open the Vendor window, which has up to four tabs at the top: Sell, Buy, Buyback, and Repair.

Sell

Click on the Sell tab to show a list of the (unequipped) items in your inventory. To get more information about an item, hover the cursor over it. Double-click or right-click on an item to sell it for the amount listed.

The Sell All button sells all the unlocked items in your inventory. Click on the lock icon next to an item to prevent you from selling it when you select Sell All.

Buy

Click on the Buy tab to show a list of the items for sale from the vendor. To get more information about an item, hover the cursor over it. You can buy a stack of items (typically 50) by selecting the item, pressing (Shift) and clicking on the Buy button (which will have changed to Buy Stack). All items you buy appear in your inventory.

Buyback

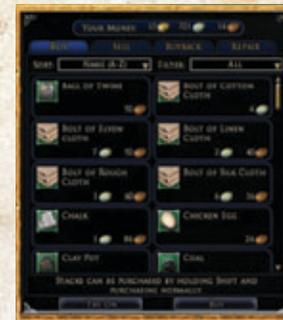
Use this tab to repurchase items you may regret having sold to a Vendor. Items will appear in this tab for only a limited time, and if you sold many items, not all of them will be available again.

Repairing Items

As you adventure and battle certain monsters, your equipment will wear out. Examine an item (hold your cursor over it) to check its worn status, listed as a Durability gauge in the item description.

When an item's durability is reduced to 0, the item is broken and you can no longer use it until you repair it. Worn items also show up as an alert on your game window.

Use the Repair All button to quickly refurbish your entire outfit.



Currency in the game is valued at 100 copper equals 1 silver and 1,000 silver equals 1 gold.

COMBAT

You will not be in Middle-earth long before you have to prove your worth in combat against enemies or wild creatures. Before you enter combat, make sure you have your best weapon and armour equipped, then target the enemy you wish to fight by clicking on it. (Press **Tab** to cycle through available targets.) The vitals of the enemy you have targeted appear to the right of yours, and an orange target ring appears around the enemy's feet.



Learning to use your skills effectively is the key to combat success.

MELEE (CLOSE-RANGE) COMBAT

Approach the target and click the large auto-attack button (the circled sword) at the bottom of your screen, or right-click or double-click your target. You will begin to attack when you enter melee range.

RANGED COMBAT

If you are attacking with a ranged weapon, such as a bow, target the creature and then click the Auto-attack button. When you enter range, you will begin to attack. The creature will probably run to attack you; once it enters melee range, you will automatically switch weapons to melee combat.

DAMAGE, DEFEAT & RECOVERY

As you take wounds in battle, your Morale will decrease. Using skills requires Power. To stay at maximum combat efficiency, you must regain your Morale and Power. Both automatically recharge when you are not in combat. You can regain Morale and Power during combat by using certain spells or skills. You can use potions and food to recover Morale and Power more quickly.

When your Morale Points are entirely exhausted, you are defeated. Click on the Retreat button to move to a place of safety (a rally point — one of the

rings of white stones found near most settlements). In the first few levels, there is no penalty for retreating. In later levels, retreating causes your abilities to be somewhat impaired for several minutes and may damage your equipment.

LEVELING UP

As you complete quests and defeat enemies in Middle-earth, your character gains experience points (XP). Your XP bar at the bottom of the screen shows you how much XP you have, and how much you need to reach your next level. As you level, you gain access to new active and passive skills, your skills become more powerful, your stats increase, and you can use more powerful weapons, armour and other equipment. Each time you level up, you should find a class Trainer to purchase your new skills.

CHATTING

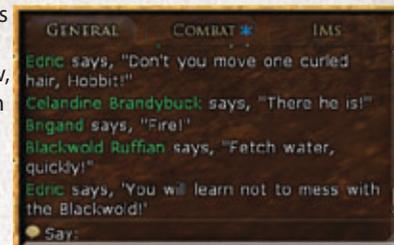
To send a basic message that players in your vicinity will hear, press **↵Enter** to activate the Chat window, type what you want to say, and then press **↵Enter** again to broadcast that message.

Click on the chat-bubble icon at the bottom-left corner of the Chat window to select a new channel for your conversation. Once you have chosen a chat channel, your chat will only appear there. For example, only your fellowship will see your chat text in the fellowship chat channel.

You can also type a channel-specific message by using shortcuts, which are preceded by **/** (slash). For example, if you want to type a message that only your fellowship members can read, type **/f** before the message.

To see a complete list of chat commands, type **/help** in the Chat window.

To send a PM (personal message) to another player type **/tell <player name> <message>**. To reply to a person that has just sent you a message type **/r <message>** in the Chat window.



Type /help in the Chat window to see a complete list of chat commands.

EMOTES

Emotes are special commands you can type into the Chat window that make your character perform certain actions. For example, if you type /dance, your character will dance. (Press any movement key to stop dancing.)

Some emotes interact with your current target. For example, if your character, Peony, has Poppy (another character) targeted, and you type /wave into the Chat window, other players will see the message "Peony waves to Poppy" while your character waves.

To see the complete current list, type /emotelist in the Chat window, or click on the chat-bubble in the lower-left corner of your Chat window, then select Emotes.

FELLOWSHIPS

A fellowship is a group of up to six adventurers who have banded together. Formally grouping with other adventurers makes it easier to communicate and monitor each other's status. The aid of a fellowship is essential to get through many of the more difficult quests in the game.

To start a fellowship, simply invite another player to join you. This makes you the fellowship leader. Only the leader can issue further invitations to bring new players into the fellowship.

To invite a player into your fellowship, right-click on him and select Fellowship > Invite from the pop-up menu. If the player is not in view at the moment, you can use the slash command /invite <name> in the Chat window.

Once you are in a fellowship, you can send chat messages that are visible only to your fellowship by using the /fellowship (or just /f) command. Fellowship chat is visible to everyone in the fellowship, no matter where they are. Type /fellowship without a message to see all the different Fellowship



The Fellowship tab in the Social window lets you quickly find players who might want to join you in a fellowship.

commands available. Note that some of these are only available to the leader of the fellowship.

The leader of the fellowship also has the power to disband it, or to kick a player out. If the leader leaves the fellowship, the game assigns the leadership to another member, going from the first player invited to the last. The leader may also voluntarily pass leadership any player.

To quit a fellowship, right-click on your portrait in your vitals display and select the "Leave" option.

Fellowships have several options for dividing the loot obtained from fallen foes. (Money is always divided evenly.) The fellowship leader sets the looting mode by right-clicking on his own portrait, selecting Loot Rule, and then a looting option.

Looking for Fellowship (LFF)

If you want to find a fellowship, but you do not have any friends online at the moment, you can flag yourself as "Looking for Fellowship," making it easier for fellowships in need of your class and level to contact you. Use the slash command /LFF to toggle the LFF flag on or off, or turn it on/off in your Social window.

To find other players who are currently looking for a fellowship in your area, look in the Social window where LFF players are displayed.

Voice Chat

Members of fellowships have access to an in-game voice chat system. To use it, you must have the necessary equipment. Some computers have built-in voice chat capability; otherwise, you will need an external microphone. See the PDF Manual for more information about voice chat.

FINDING HELP

There are a number of ways you can find help about the game.

ADVICE CHANNEL

The in-game chatting system features an Advice channel, where you can ask players in your local area for help and hints. To ask for help on the Advice channel, type /advice <message>. This is a great way to a quick tip about a quest you are currently working, questions about crafting, skills, and more.

LOREBOOK (LOREBOOK.LOTRO.COM)

The LOTRO Lorebook is a wiki – a searchable database – that contains information on nearly every aspect of the game. You can view use your forum account to log into the Lorebook to edit it. To access the Lorebook, login to www.turbine.com using your LOTRO forum ID and password, and start browsing from the front page, or search for a specific article, using the search box.

SUPPORT (WWW.LOTRO.COM/SUPPORT)

Selecting the Help option in game leads to the in-game Tech Support and Knowledge Base. The intuitive search engine makes it easy to find answers to your questions. The in-game help system also lets you submit tech support tickets. The help provided by the in-game support team is limited to issues such as abuse, cheating or other undesirable interactions with other players. The in-game support team will not answer “how to” questions and will refer inquires of that type to our knowledge base.

LOTRO FORUMS (FORUMS.LOTRO.COM)

The community site features interactive forums where you can communicate with fellow players and the Community Support Team. It is very likely that someone will have already experienced and resolved the very issue you're experiencing.

PDF MANUAL

Finally, the PDF Manual that ships with the game provides concise, indexed details about every aspect of the game. You can find the latest version of this manual at WWW.LOTRO.COM.

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END USER LICENSE AGREEMENT

Last updated October 28th, 2008.

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12. While participating in the Game, both in-Game and through the official Website, you will follow the instructions and guidelines of authorized Game support staff at all times.
13. You may not form or participate in groups whose ideology is based upon or resembles anti-religious, anti-ethnic, anti-sexual orientation, nationalistic, racist or sexist philosophies.
14. You may not intentionally hide or falsify personal information that is deemed necessary for Game account or website content creation.
15. You may not upload or transmit copyrighted material to any aspect of the Game or related services without the express consent of the copyright holder.
16. You will not attempt to interfere with, hack into, or decipher any transmissions to or from the Game or related services.
17. You will not exploit, distribute or publicly communicate any Game error, miscue or bug which gives an unintended advantage within the Game world. You may report bugs at lotrobugs@turbine.com.
18. You may not create, post, use or distribute any utilities, emulators or other third party software tools without the express written permission of Turbine (including, without limitation, macroing programs, botting programs, server emulators, client hacks, map hacks, and data gathering utilities).
19. You may not harass other players or Turbine staff, including by way of example, but not limited to, threats, stalking or abuse of others.
20. You may not post website links or URLs in the Game that point to content deemed by Turbine to be inappropriate, including, without limitation, any website links or URLs directed to other commercial products or services. You may not post website links or URLs to any materials (including software and other information) that could harm (or is designed to harm) other players' computers or would allow others to inappropriately access software or websites.
21. You may not use the Game and/or related services for illegal activities. Turbine is not responsible for anything you say (text or voice) in-game or in our chat rooms or forums, or for any consequences that arise from what you say. If you break the law, you alone will be responsible for the consequences.
22. Although the Game is a role-playing game, you may not claim "role-playing" in defense of any violation of the Code of Conduct.
23. You may not conduct surveys, contests, pyramid schemes, chain letters, junk email, spamming or any duplicative or unsolicited messages (commercial or otherwise).
24. You may not defame, abuse, harass, stalk, threaten or otherwise violate the legal rights (such as rights of privacy and publicity) of others.
25. You may not post or upload files that contain viruses, Trojan horses, worms, time bombs, cancelbots, corrupted files or data, or any other similar software or programs that may damage the operation of the Game or other users' computer.
26. You may not advertise or offer to sell or buy any goods or services for any purpose, unless the Game specifically allows such messages.
27. You may not falsify, delete or disable any copyright management information, such as author attributions, legal or other proper notices or proprietary designations or labels of the origin or source of software or other content.
28. You may not restrict or inhibit any other user from using and enjoying the Game or related services. For example, disrupting the flow of chat in chat rooms with vulgar language, abusiveness, hitting the return key repeatedly, inputting excessively large images so the screen goes by too fast to read, use of excessive SHOUTING (all caps) in an attempt to disturb other users, "spamming," or "scrolling" (continuous posting repetitive text), are prohibited.
29. You may not harvest (in an automated manner or otherwise) or otherwise collect personal information about others, including e-mail addresses, or use such information to send unsolicited emails.
30. You may not use, download or otherwise copy, or provide (whether or not for a fee) to a person or entity any directory of users of the Game and related services or other user or usage information or any portion thereof.
31. You may not attempt to get a password, other account information, or other private information from a member or any other user of Game and/or related services.
32. You may not improperly use in-Game support or complaint buttons or make false reports to Turbine administrators.
33. You may not use the Game and/or related services in any manner other than for personal communication as an individual user (i.e. not as a corporation or other entity).
34. You may not use the Game and/or related services for fraudulent transactions including, without limitation, fraudulent in-Game virtual transactions.

Note: Turbine has final say over what constitutes a violation of this Code of Conduct. Turbine reserves the right to change the Code of Conduct at any time. Check the Game Website <http://www.lotro.com/support/policies/eula> periodically for updates to the Code of Conduct.

REMEDIES TO INAPPROPRIATE BEHAVIOR:

A player who violates the Code of Conduct may be warned by Turbine staff, but some particularly serious violations or repeated violations can result in other sanctions, such as a lockout or permanent ban, without warning. In addition, Turbine reserves the right to delete characters or entire accounts as we see fit, without warning, for certain violations.

Chat (text and voice) in the Game and Game Website may be logged and may be reviewed at any time and for any reason, including, without limitation, to assist in making decisions regarding violations of the Code of Conduct. This includes, but is not limited to, private chat, fellowship chat and allegiance chat.

If you understand the terms of the End User License Agreement and the Code of Conduct and these terms are acceptable, please indicate your agreement and your intent to be legally bound by them by affirmatively accepting the terms where indicated.



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