



Games
for Windows®



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snowblind
studios



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.

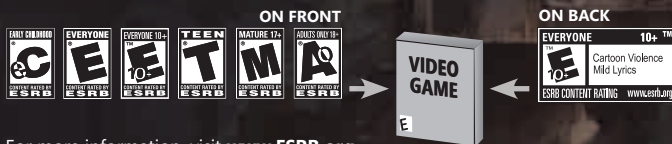
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

Family Settings

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. For more information, go to www.gamesforwindows.com/isyourfamilyset.

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RUNNING THE GAME

The game can be played on limited or standard user accounts. Administrator privileges are required to initiate the installation process. If needed, ask the computer's administrator for assistance.

INSTALLING THE GAME

BEFORE YOU BEGIN

Please make sure you are installing the game from a user account that has installation privileges.

1. Insert the DVD into your DVD drive. The language select prompt will appear. (If the prompt does not appear within a short time, double-click the My Computer icon on your Windows® desktop, then your DVD icon; and then the Setup.exe icon.)
2. After you've selected the language, the install screen will appear. Select Install. If you do not have Steam® currently installed, you will be prompted to do so. During installation, you may be prompted to allow the Steam® Installer to run. You will also be prompted to log in to your existing Steam® account or create a new one.
3. After Steam® is installed, you will be prompted to enter the game's Product Code. You will find this on the product installation insert card.
4. Once installation is complete, *The Lord of the Rings: War in the North™* will appear on the Steam® "Library" tab.

LAUNCHING THE GAME

To run *The Lord of the Rings: War in the North™* from the Start Menu:

1. Click the Windows® Start button.
2. Select Programs and then Steam. Click the "Library" tab, then double-click the game title or click the PLAY button to launch the game.
3. The game will go through an update step to install some remaining content before the game runs. If you're using Windows Vista®, you may be prompted to allow Steam Client Service to run. After all necessary components have been installed, *The Lord of the Rings: War in the North™* will run.



INTRODUCTION

Dark forces are gathering throughout all of Middle-earth. A Human, 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 who join 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 while using powerful weapons, devastating combat skills, and cooperative multiplayer gameplay to thwart the plans of Agandaûr, one of Sauron's most powerful and ruthless lieutenants in the North.

PLAY CO-OP

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 open for secrets only your character can find to get the best loot. Only by working together do you have any hope of defeating Agandaûr.

Building your fellowship of three is easy. You can connect with other players online or via LAN. From the Main Menu, click on Multiplayer to view your Multiplayer options. You can browse available games to join or host your own game and invite others to play with you.

When you host a game, you can create either a Player or Private match. Once you have created a game, use the Send Game Invite option to view and select the other players you wish to invite. As host, you can begin your game right away by locking in your character selection and launching the game. Players you have invited will appear in the game once they are connected.

You can also use the Quick Match feature to find and connect to available games. If no games are available, Quick Match will assign you as the host of a new game that other players can join.

Once connected to a match online, you can leave at any time via the Pause Menu.

PLAYER CHARACTERS

ERADAN

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; to survive he has mastered many skills. Always outnumbered, he has learned evasion tactics, allowing him to take enemies by surprise or to escape from a tight spot.

Eradan is a master archer, able to bring down foes from afar. And when stealth and archery are of no avail, he is more than capable with weapon and shield, dual-weapons or two-handed swords.



ANDRIEL

An Elven Loremaster of Rivendell, schooled in ancient wisdom by Elrond himself; yet she is no meek scholar. In her hands a simple staff becomes a deadly weapon, not only because she wields it with Elven-skill, but also because she can use it to focus her power, striking down enemies near and far.



But as capable as she is in combat, Andriel's true strength lies in her power to preserve and protect her allies, and with her arts she can create shields of light which heal and restore those within.

FARIN

A Champion of the Dwarf-realm of Erebor. From 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 warlike race, Farin is skilled in the use of all melee weapons and adept with a crossbow as well.

While he strikes punishing blows, his greatest strength lies in his ability to endure harm. In battle, Farin is an unyielding rock upon which waves of enemies break. The sound of his fierce war-cry bolsters his allies, even as it strikes fear into the hearts of his enemies.



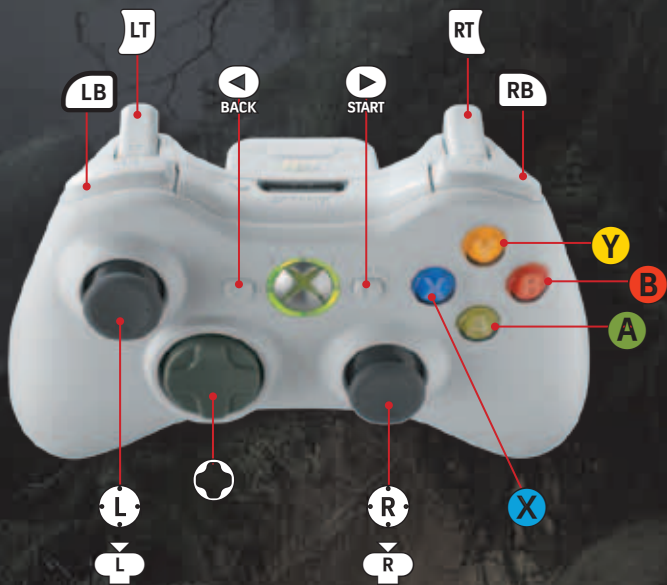
CONTROLS

KEYBOARD AND MOUSE

Move	W/A/S/D
Look	Mouse
Switch between ranged and melee modes	Mouse Wheel
Note The items available in your Skills HUD will match your current mode.	
Basic melee attack	Left Click
Heavy melee attack	Right Click
Critical strike (when available)	Right Click
Block	Hold Ctrl (left)
Note While blocking you will also see your available defense skills in the Skill Menu.	
Sprint	Hold Shift (left)
Dodge	Spacebar
Character skill	1
Heavy weapon skill	2
Area attack	3
Beleram attack (when available)	4
Use health potion	5

Use power potion	6
Context-specific actions	E or Enter
View Compass and Quest Log	Q
Call ally to attack	C
Call ally to defend	Z
Center the camera	G
Chat (Multiplayer only)	T
Zoom (when in ranged mode)	Right Click
Access Inventory, Items, Skills, Quests, and Stats	Tab
Access your Pause Menu. Here you can change gameplay options and view or send invites while in a multiplayer game.	Esc

XBOX 360 CONTROLLER



Face buttons:

- Basic melee attack.
- Heavy melee attack.
- Dodge.
- Context-specific actions.

Move. Press to reset the camera.

Look around. Press and hold to view your Compass and Quest Log.

actions:

- Use health potion.
- Use power potion.
- Call ally to attack.
- Call ally to defend.

Press and hold to enter ranged mode. While in ranged mode, use to fire.

Note

You will see your available ranged skills in the Skill Menu.

Display your current melee skills.

Block.

Note

While blocking you will also see your available defense skills in the Skill Menu.

Sprint.

Access the Pause Menu. Here you can change gameplay options and view or send invites while in a multiplayer game.

Access your Inventory, Items, Skills, Quests, and Stats.

MAIN MENU



1 GAME MODE AND PROGRESS INDICATOR

View your current game mode (Single Player or Multiplayer), host status, difficulty setting, and story progress here.

2 PLAYER STATUS

See all connected players and their statuses here.

3 CHARACTER SELECTOR

Use the cursor to select Farin, Andriel, or Eradan as your player character. Click on one of the three names to select your player character. You can also see the selections of other connected players, when applicable.

4 MENU BAR

Change or select a variety of game settings:

Select Save	Load a save file or create a new game.
Select	Lock in your character.
Options	Change any of the available gameplay options.
Multiplayer	Browse available games or create your own game.
Back	Return to the Title screen.

GAME DIFFICULTY

The first time you play through *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.

Note

Play through *The Lord of the Rings: War in the North™* multiple times to find more loot and secrets and to unlock all available skills and achievements. 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™ automatically saves your game as you play. You can browse, delete, or load any of your save files using the Select Game option on the Main Menu.

Whenever you continue a saved game, the story campaign will automatically load at the last checkpoint you crossed. Your character will match your selection at the moment when that game was last saved.

SAVING continued on page 14

Save files are presented as chapters and parts. This distinction will help you determine your progress as it compares to others when playing online.

Note

If you find your saving has been disabled due to your story being out of sync with another player, try hosting the game and loading your most recent save file.

HEADS-UP DISPLAY



1 COMPASS

Use **Q** to bring up the Compass. Here you can view the location of your allies. The indicator at the edge of the Compass indicates where your current objective is.

2 QUEST LOG

Use **Q** to bring up details regarding your current quest.

3 LOOT LOG

Any loot you gather is displayed here.

4 ALLY INDICATORS

View messages regarding the state and actions of your allies. When an ally is knocked down and needs assistance, you will see a red indicator here.

5 CURRENT CHARACTER LEVEL

View your character level. This number will increase every time you level up your character.

6 HEALTH, POWER, AND XP METERS

View the current status of your character's health, power, and XP. Press **5** to regenerate health and **6** to regenerate power. XP will increase in the lower meter as you progress through the game.

7 SKILLS

Skills are acquired via the Skill Menu. The **1**, **2**, and **3** keys allow you to use your skills. After using a skill, you will see a cooldown timer that indicates the wait time before the next use can occur.

Note

View your ranged skills by using the **Mouse Wheel** to enter ranged mode.

8 COMBAT LOG

Shows your XP bonuses and multipliers accumulated during combat.

INVENTORY MENU

Access your Inventory Menu by pressing **Tab**. This menu is where you can view and manage your items, skills, quests, and stats. Use **Left Click** to click through the different screens. Press **Tab** again to exit the Inventory Menu at any time.



1 COINS

You can see how many coins you have from any of the screens within the Inventory Menu.

2 EQUIPMENT

Outfit your character with weapons, armor, amulets, and rings.

3 ITEMS

View and use potions, gems, Elf stones, and sellable items. Drag and drop Elf stones onto applicable weapons and armor to gain a variety of bonuses.

4 SKILLS

Browse all the skills available to your character.

5 LOG

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

6 STATS

Browse the current stats for your character. Click on Gameplay Stats to view your collective stats.

COMBAT

Combat in *The Lord of the Rings: War in the North™* is a fast-action hack and slash with a variety of elements that reward mastery and encourage playing cooperatively.

You will have access to a wide variety of both melee and ranged weapons and will be able to upgrade their abilities and moves as you progress through the levels of each character's unique Skill Menu.

Experiment with each character to explore their depths and unique strengths.

Note

You can change your character at the Main Menu or at key points throughout the story campaign.

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 do more damage but are slower than normal attacks.

MELEE ATTACKS continued on page 18

Critical Strikes (▼ + Right Click)

Critical strikes are powerful attacks that do massive amounts of damage. When you see the Critical symbol (▼) over the head of an enemy, press **Right Click** to perform a critical strike.



Melee Skill Attacks (1, 2, or 3)

You can purchase skill attacks via the Skill Menu. Upon leveling up, apply points to any of the unlocked skills you choose. These attacks are available at any time provided you have the required amount of power available and your skill is not currently on cooldown.

Note

Press **6** to use a power potion.

HERO MODE

Hero Mode gives you the chance to rack up damage and XP bonuses during combat. To enter Hero Mode, perform a critical strike on an enemy and land successive attacks without getting hit. Your character will become more and more powerful as your hit streak gets higher.

The higher your hit streak gets, the more bonuses you will receive. You will see your XP bonuses on the right side of your HUD.

RANGED ATTACKS

Normal Ranged Attacks (Toggle with Mouse Wheel and Fire with Left Click)

Each player character has a ranged attack with unique attributes in terms of speed, range, damage, ammunition requirements, and accuracy.

Ranged Skill Attacks (Toggle with Mouse Wheel + 1, 2, or 3)

As with melee skill attacks, you can purchase ranged skills in the Skill Menu. These skills allow you to perform more powerful ranged attacks as well as stunning shots and multi-strikes. These attacks are available at any time provided you have the required amount of power available and your skill is not currently on cooldown.

DEFENSE

Blocking and Shield (Hold Ctrl [left])

You have several forms of defense available at any time. Press **Ctrl (left)** to block melee attacks in a 360 degree radius. Shields works the same way when equipped but have the added benefit of also blocking ranged attacks. Note that mobility is slowed when blocking with a shield. Some enemies have particularly powerful attacks that are unblockable.

DEFENSE continued from page 19

Dodge (Spacebar)

Dodging is particularly useful when trying to evade unblockable attacks or to get out of trouble while being mobbed by enemies. You can also perform a dodge attack by pressing **Left Click** while dodging.

Block Attacks (Hold Ctrl [left] + Left Click)

Push enemies back while holding a block.

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 in need of assistance. You or your other party members will need to run to the ailing character and hold **E** to revive them before they fully bleed out.

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 massive aerial strikes against the enemy. You will see his Eagle icon in the bottom left-hand corner of your HUD when he is available. Press **4** to call him in for an aerial attack.

The skills area of your HUD shows how many Beleram attacks you have. You will find additional attacks in the form of Great Feathers dropped as loot by enemies or in chests. Great Feathers tend to be rare so be sure to explore to find them all.

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

WEAPONS



Each character specializes in a particular set of weapons. You will find a wide range of options, regardless of the character.

Weapons can be either melee or ranged or, in the case of staves, both.

- ✘ One-handed weapons of all types can be used by any of the three heroes.
- ✘ Two-handed swords and shields can be used by either Farin or Eradan.
- ✘ Two-handed axes, hammers, and crossbows are used only by Farin.
- ✘ Staves can be used only by Andriel.
- ✘ Bows are used only by Eradan.

Weapon upgrades increase the damage you inflict and allow you to use special weapon skills unlocked in the Skill Menu. Upgrades may also provide additional attack traits, such as fire damage or a stun attack.

Many items you find will have special properties associated with them. Check the details of each weapon by selecting it in the inventory and clicking on More Info.

There are hundreds and hundreds of weapons to discover and equip. You'll have to play through the story campaign several times and as each player character to experience them all.

SKILLS



Each player character has a unique Skill Menu that you can customize to your play style. Each time you level up, you are awarded points to spend in the Skill Menu. Press **Tab** to upgrade your character and apply your skill points.

Available skills are illuminated. As you allocate skill points, new portions of the Skill Menu will be unlocked. With each unlock, new and more powerful skills become available.

You can reassign your skill points by purchasing a re-spec token at shops.

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 skill upgrades generally relate to his role as the tank of the fellowship. He has the ability to buff with damage, armor, and health stats while performing crushing attacks.

War-cry Tree

Allows you to tank up your character, stun enemies with your shield, attract the attention of the enemy, and perform charge attacks.

Sweeping Attack Tree

Several skills in this tree allow you to damage many enemies at once. You can also purchase skills that reflect damage as well as ones that do explosive damage.

Crushing Blow Tree

This tree contains single-strike attacks that do massive amounts of damage, rapid-fire ranged attacks, and the ability to decrease the amount of power required for various skills.

ANDRIEL'S SKILLS

Andriel's skill upgrades are tied to her role as a healer and support member for the fellowship. Her skills protect the group by offering health buffs and shielding.

Sanctuary Tree

The sanctuary tree contains a powerful shield spell that protects the group, healing skills, and armor buffs.

Word of Command Tree

Upgrade in this tree to equip area-of-effect and energy attacks that knock enemies off their feet. You can also equip a dual-wielding skill that allows you to carry your staff and a single-handed weapon at the same time.

Empowered Staff Tree

Here, you enable a ranged attack that you can charge up. You can also choose to increase the firing speed of your staff and add a detonation effect to your sanctuary shield.

ERADAN'S SKILLS

Eradan's skill upgrades specialize in refining his inherent stealth abilities and adding hard-hitting reveal attacks.

Evasion Tree

Upgrade this tree to go into a stealthy evasion mode that prevents enemies from seeing you. You can also equip powerful reveal attacks and skills that stun the enemy when you go into evasion.

Ranger Strike Tree

The ranger strike tree grants you the ability to perform massive single-strike attacks, dual wield weapons, and rank up your two-handed weapon damage.

Heavy Shot Tree

These skills focus on doing tons of ranged attack damage. You can equip charged shots, stunning shots, and multi shots. You can also increase the amount of arrows you can carry in your quiver.

EXPERIENCE AND LEVELING UP

During combat, you and your allies will gain experience, or XP. Gaining XP allows you to level up your character and unlock new moves and skills. You can see how close you are to leveling up on the yellow bar in the lower left-hand corner of your HUD. You can also look at your exact XP number on the Stats screen in your Inventory Menu.

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

NAVIGATING MIDDLE-EARTH

CONVERSATIONS

Conversations allow you to uncover more information about your missions, the lore of Middle-earth, and side quests. You will also be able to buy and sell items during certain conversations. Select from the options presented to drive the conversation as you wish. Use the Investigate option on the left side of conversation system to find more info about the current topic.

Note

When playing online, 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 and can press **E** to proceed.

Note


When playing with A.I. 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. Shop keepers will also have useful information for you and will give you quests.

Note

When the durability icon () appears in your HUD, one of your items is in need of repair. You can view durability stats for your items in the Equipment screen and repair damaged items at blacksmiths.

TRAVEL POINTS AND QUICK STORES



Your fellowship will periodically find ethereal beams of light that you can interact with. These beams of light contain basic items you can purchase like health potions and arrows. You can also travel to towns from these points.

MIDDLE-EARTH MAP



As your fellowship travels through Middle-earth, you will be prompted to choose destinations via the Middle-earth map. This map shows the locations that you can select to journey to. As you progress through the story campaign, your journey is tracked and new areas will appear on the map. Additionally, you can view information about each location by clicking on Toggle Description.

CHALLENGE MAPS

When you reach the Ranger camp at Sarn Ford, you will unlock two arena-style challenge maps, Osgiliath and Lórien. These maps are accessible from the Middle-earth map at any time. Each map will display level recommendations for player characters at the beginning of the challenge.

Challenge maps contain a collection of enemies from the story campaign. When you beat a challenge map, you will be awarded XP and achievements. You will also collect loot and coins from enemies as you would during the story campaign. You can use the fellowship symbol located within each challenge map to return to a town any time during the challenge should you choose to exit. Note that you will need to restart the challenge map from the beginning if you exit in the middle of the challenge.

LOOT



As you fight through Middle-earth, you will uncover tons of loot. Dead enemies, crates, and chests all contain loot you can use, sell, or trade with your fellowship.

WEAPONS AND GEAR

Weapons and gear include melee and ranged weaponry as well as armor and shields, amulets, and rings. Use pieces of armor to customize your character's appearance.

Some items you collect will be a part of a larger set that, when assembled, give unique and powerful bonuses. Inspect any item with a special seal on it in the Equipment screen to see specifics about the bonuses you get for each piece. When inspecting a part of a set, you will see lit icons for every piece of the set you have equipped.

Note

Some items may only be equipped by certain characters. You can trade these items with other members of your fellowship or sell them for coins.

AMMUNITION

Ammunition includes arrows and bolts. Eradan must have arrows in his inventory to do ranged attacks, just as Farin must have bolts. The number of arrows or bolts that a character can carry is limited. Andriel does not use ammunition. Her ranged attacks are fueled by power potions.

ELF STONES

Elf stones can be slotted into weapons and armor to give them special or magical properties. Elf stones can be added to any piece of equipment that has an open slot. Slotting an Elf stone consumes it, as the stone cannot be removed.

COINS

Coins are often dropped by enemies or found alongside other loot. You can carry an unlimited amount of coins, which you can use at stores or blacksmiths.

POTIONS



Potions come in a wide variety, but the most common are health and power potions. These potions restore your health or power when used. Potions appear in the Items screen of your Inventory Menu, but can be used at any time by pressing 5 for health and 6 for power. You can access potions that increase stats or give other bonuses for a time from the Inventory Menu.

MISCELLANEOUS ITEMS

There are various items that you cannot equip, but which can be sold at shops for coins. These items will appear in your Items screen in the Inventory Menu.

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 screen in the Inventory Menu.

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 find a hidden item using your unique character skill, press **E** to inspect it and uncover the secret.

SUMMARY INFO



Each level ends with a Summary Info screen that allows you to browse through stats for each character in your fellowship. Here is where you can view how well you are doing in combat, finding secrets, and using items.


You can also switch your player character selection from the Summary Info screen. Game hosts may click on Swap Character to enter the Swap Character screen.

Your character will automatically be at the same level as your previous character selection. You can redistribute points in your Skill Menu when changing characters.

QUICK TIPS

Visit www.WarInTheNorth.com for news, contests, tips, forums, and more.

COMBAT

- ✘ Press **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** to enter ranged mode. While in ranged mode, press **Left Click** to perform a ranged attack.
- ✘ To quickly close distance to an enemy, use your heavy attack.
- ✘ To sprint, press and hold **Shift (left)** while running.
- ✘ To block, press and hold **Ctrl (left)**.
- ✘ As an enemy is damaged, the critical strike meter builds. When the yellow arrow () appears, press **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 **E**. 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 **E**.
- ✘ Get bonus XP by performing a critical strike at the same time as an ally.
- ✘ Press **Spacebar** while moving to roll and evade enemy attacks.
- ✘ To perform a dodge attack, press **Spacebar** to dodge, then quickly press **Left Click** to attack.
- ✘ To signal your allies to attack a target, press **C**. To signal your allies to defend, press **Z**.
- ✘ You can view your Compass by pressing **Q**. Your Compass shows the direction of your objective and the position of your allies.

RESOURCES

- ✘ To use a health potion, press **5**. The number of health potions you have available is shown next to your health meter.
- ✘ To use a power potion, press **6**. The number of power potions you have available is shown next to your power meter.
- ✘ To slot an Elf stone into weapons or equipment, select the Elf stone in your Inventory Menu and drag it onto a slotable item.
- ✘ Each character will find loot that will be more appropriate for the other allies. Use the give function in the Inventory Menu 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. An arrow appears above this number if you have skill points to spend.
- ✘ You gain XP by killing enemies. When your XP meter is full, you will level up.
- ✘ When you level up, you will earn skill points that you can use to upgrade your skills and abilities.
- ✘ You can change your skill points allocation by purchasing a re-spec token from shops.

INVENTORY

- ✘ Press **Tab** to access your Inventory Menu. This menu is where you can tab through the Equipment, Items, Skills, Log, and Stats screens.
- ✘ To give an item to an ally, select it in your Equipment screen and pick the ally you wish to give it to.

ADDITIONAL FUNCTIONS

- ✧ To reset your camera's position, press **G**.
- ✧ You can review tutorial messages on the Log screen in your Inventory Menu.
- ✧ You can customize your appearance at various mirrors located in towns.
- ✧ You can rearrange the items in your Inventory Menu by selecting an item and dragging it to a new cell location.
- ✧ When playing online, the person with the earliest save file should host.

NOTES

[illegible]

CREDITS

Published By

WB Games

Developed By

Snowblind Studios

Game Design

Lead Game Designer

Andre Maguire

Lead Designer, Story/Quest

Scott Crawford

Lead Designer, Systems

Chris Hoge

Associate Designer

Nathan Vetterlein

Level Design

Lead Level Designer

Quinlan Richards

Lead Designer

TJ Perillo

Senior Level Designer

Matthew Holdener

Senior Designer

Adin Clark

Level Designer

Jason Gimba

Designer

Sean Stahl

Technical Design

Senior Designers, Tech

Ian Scott
Jason Olander

Senior Designer

Jason Booth

Designers, Tech

Brent Barrett
Ian McCoy

Associate Designer, Tech

Branden Bean

Engineering

Director of Engineering

Raoul Said

Gameplay Engineering

Lead Software Engineer

Tim Berry

Senior Software Engineer, Gameplay

RJ Martin

Software Engineers, Gameplay

George Tam
Sam Prud'homme
Shea Vos

Software Engineers

Thomas Johnson
Zach Peterson

Associate Software Engineer

Caleb McCombs

Engine Programming

Lead Software Engineer, Engine

Ralph Lewis

Senior Software Engineers, Engine

George Davison
Keith W. Thompson

Senior Software Engineers, Graphics

J.J. Hoelsing
Michael Mounier

Senior Software Engineer, Network

Scott Egashira

Senior Software Engineer

Steven Stadnicki

Software Engineers, Engine

Brad Rasmussen
Damon Thompson
Mike Beach II

Software Engineer, Network

Colin Sipherd

Software Engineer

James Ross

Tools Engineering

Lead Software Engineer, Tools

Brent Orford

Senior Software Engineer, Tools

Chris Marvin

Software Engineer, Tools/GUI

Brenton Anderson

Software Engineer, QA Tools

David Rieman

Software Engineer, Tools

Matthew J. Allen

Associate Software Engineer, Tools

Steve Chiavelli

Art Direction

Art Director

Philip Straub

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Brian H. Johnson

Art Development Director

Michael Cahill

Animation

Art Lead, Animation

John Van Deusen

Senior Artist/Animators

Amy Drobeck
Josh Lokan
Karim Biri
Randall Ng

Artist/Animator

Michael Jungbluth

Associate Artist/Animator

Joe Janca

Character Art

Art Lead, Characters

Joel Blakely

Senior Artist, Characters

Jason Kim

Artists, Characters

John Brophy
Kristian Bourdage

Concept Art

Senior Artists, Concept

Andrew Arconti
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Technical Art

Technical Art Lead

Miles Germer

Technical Artist

Mic Marvin

Associate Technical Artist

Amy Hong

Effects

Senior Artists, FX

Michael Puoci
Olivier Leeman

UI

Art Lead, UI

James Ingraham

Artist, UI

Lorian Taylor

World Art

Art Leads, World

Javier Rodriguez
Travis Gosnell

Senior Artists, World

Ben Harrison
Brian Patenaude
Ian Walker
Morgan Woolverton

Artists, World

Aaron Trulson
David Dawson
Jeremiah Strong
Jeremy Estrellado
Max Diediker
Rory Young

Associate Artist, World

Ryland Loncharich

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Marketing/Community

Senior Marketing Game Manager

Jonathan Quesenberry

Associate Marketing Game Manager

Dayne McClurg

Community Manager

Tina Stevenson

Writer

Wynn Rankin

Web Developer

Mikel Tidwell

Web Designer

Steven Walker

Special Thanks

Ryan Geithman and Brian Sostrom

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Derek Chatwood
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Art Lead, Characters

Matthew Radunz

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Vinod Rams

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Noakaleialii Kapuni-Barlow

Senior Artist, UI

Stephen Whetstone

Artist, UI

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Patrick Orr

Certification Testers

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Steve Bonaci
Steve Boyce (VOLT)
Erin Brockway (VOLT)

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RJ Knuettel

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PA to Hester Woodliffe

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Junior Manager Creative Services & Localisation, EMEA

Zoë Taylor

Marketing & PR Intern

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Sales Analysis Manager, EMEA

Dean Purse

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Shazad Asher

Sales PA

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Supply Chain Manager, Games

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Matthew Marshall

APAC Regional Office

Director, Sales and Marketing APAC

Mark Aubrey

Manager, Public Relations APAC

Joel Graham

Manager, Marketing APAC

Nick Wong

National Account Manager

Douglas Conrad Hilton

Special Thanks

Amy Cano
Rob Gustafson
International Dubbing and Subtitling,
WB Technical Operations
Shinji Iwata
John Mayo
Middle-earth Enterprises
Paul Zaentz
Fredrica Drotos
Sam Benson
Joe Mandragona
Dave Schulman
Miriam Shapira
Troy Skinner
Maryam Tashroudian

Imagination Abu Dhabi

Motion Capture Talent

Shanna Allman
Bill Johns
Jill Leversee
Brandon Murray
Eric Redman

Voice Talent

Ike Amadi
Laura Bailey
Steve Blum
John Cygan
Christine Dunford
Chris Edgerly
Crispin Freeman
Grant Goodeve
Rich Horvitz
Kim Mai Guest
Jennifer Hale

Voice Talent (continued)

Peter Jessop
Bob Joles
Tom Kane
Eric Lopez
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Jim Meskimen
Oliver Muirhead
Nolan North
Liam O'Brien
John Olson
Jim Piddock
Phil Proctor
Keith Szarabajka
Fred Tatasciore
Courtenay Taylor
Jen Taylor
Paula Tiso

Voice Over Director

Chris Borders

Engineer

Rita Kedineoglu

Dialogue Recorded At

Skylark Sound

Music

Music composed, conducted and produced
by Inon Zur.
Music co-produced and edited by Assaf Rinde.
Music recorded by John Kurlander at Abbey
Road Studios.
Music performed by The Philharmonia
and vocals by the Pinewood Singers.
Vocal solos: Aubrey Ashburn.
Music mixed by Noah Snyder at Zur Studios.
Orchestration – Paul Taylor and Penka
Kouneva.

Special Thanks

Paul Talkington
Colette Barber
Vicky Shilling
Allan Wilson
Tom Bowles
Nick Arundel
Clare Issacs
Roberto Borzoni

Additional Development Support By:

Babel

SQS

SQS Account Manager

Amogh Bendre

SQS QA Manager

Vijay Kasmalkar

SQS QA Project Leads

Siddharth Patki
Harshraj Kodilkar

SQS Testers

Abdul Ansari
Amit Pise
Ashish Meshram
Ayan Sen
Arun Pujari
Ajay Bhumkar
Ankit Ramani
Aiyaz Khorajia
Gaurav Bhoite
Hrishikesh Jadhav
Hrishaekesh Kakade
Kaustubh Deshpande
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Narendra Kasture
Nikhil Pise
Nilesh Korde
Prathamesh Naik
Rohan Machnurkar
Siddharth Dhage
Siddharth Satav
Somnath Jadhav
Shriraj Khalkar
Suhas Chavan
Sushant Surankar
Shahid Algur

E4E Interactive Entertainment

Operations Manager

Adam Baker-Siroty

QA Lead

Catherine Prugar

Sr. Testers

Scott Gajewski
Michael Kotey
Jason Lampkin

QA Testers

Susannah Archer
Chris Gaarde
Daniel Gibson
Eric Glaeser
Clinton Grim
Niki Guercio
Jared Hollander
Max Kaplan
Thomas Kestler
James Kline
Brian Lang
Samuel Levin
Scott Lichtman
James Marchant
Michael Metzger
Christopher Mister
Gabriel Pendleton
Brian Reese
Stephani Roark
Vincent Roberts
Luke Rogers
Laura Sauerborn

QA Testers (continued)

Ben Schaffhauser
Ronald Shannon
Nathan Shearer
Justin Traub
Micah Weinstein
Robert Winkler
Kiana Wright
David Yuen
Greg Zapiec

Compatibility Lead

Stephen Palmore

Compatibility QA Testers

Ryan Cease
Larry Crawley
Justin Isett
Kyle Plait
Edward Ryan
Marshall Schwemmer
Jaime Strickland

VP of Interactive Entertainment

Marlene Tuzar

Additional QA

Marc Cooke
Lindsey Davis
Paul Frantz
Sarah Sauerborn
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Digital Dimension

Producer

Julie Cardinal

Executive Producers

Ben Girard
Louis-Simon Ménard
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Project Managers

Geneviève Boisvert
Guy Harvey

Production Coordinator

Jean-Philippe Therrien

Creative Director

Jessy Veilleux

Artistic Director

Louis-Philip Vermette

Concept Artist

André Lavoie

CG Supervisor

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Lead Modeling/Texture

Gaël Jacques

Modeling & Texture

Mathieu Aerni
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Nicolas Fortin
Anick Limoyo
Katrina Tung

Lead Rigger

Carlos Valcarcel

Riggers

Carl Bérubé
Simon Habib
Eric Maltais
Sébastien Proulx

Animation Director

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Animation Supervisor

Kim Richardson

Lead Animator

Jocelyn Hudon

Animators

Nadine Lavoie
Nicolas Lamy
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Vincent Reumont
Pascal Ruest
Henry Wojcik

Lead Lighting

Éric Aubry

Lighting Artists

Carlos Carpinteros
Nancy Larouche
Elaine Martin

Lead FX

Sébastien Chartier

FX Artists

Richard Clément-Tram
Erico Casselle
Pierre Cataford
Raonul Conover
Benoit Robert
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Lead Matte Painter

Sylvain Lorgeou

Matte Painter

Toby Côté

Lead Compositing

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Compositing

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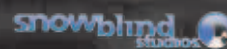
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