

# 0740 HOURS

December 7, 1941

## An Epic Single-Player Adventure

Survive Pearl Harbor to fight through the jungles of Guadalcanal, the streets of Singapore, and other battlegrounds of the Pacific.

## Over 20 Authentic WWII Weapons

## Intense Multiplayer Combat

Blast away in the all-new co-op mode.

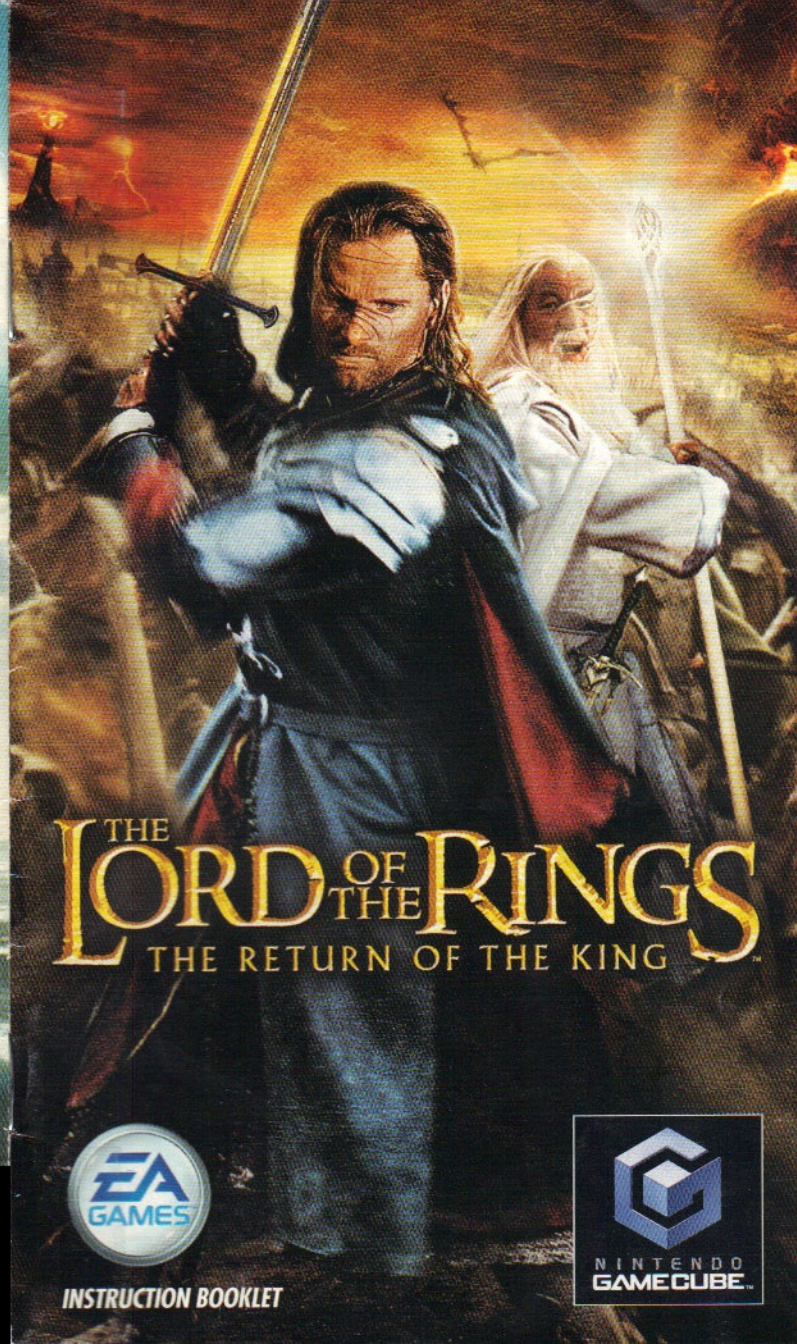
Wage war as either side in rampaging 4-player battles.

## THX Certified Sound Design

MEDAL OF HONOR  
RISING SUN

YOU DON'T PLAY, YOU VOLUNTEER.

EmuMovies



THE LORD OF THE RINGS  
THE RETURN OF THE KING



INSTRUCTION BOOKLET



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.**



**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**



**THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.**



LICENSED BY

**Nintendo**

NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

# THE LORD OF THE RINGS

## THE RETURN OF THE KING

### CONTENTS

GETTING STARTED .....	4
COMMAND REFERENCE .....	5
COMPLETE CONTROLS .....	6
ATTACKS .....	7
COMBOS .....	7
INTRODUCTION .....	8
THE JOURNEY CONTINUES .....	9
MAIN MENU .....	9
OPTIONS .....	11
PLAYING THE GAME .....	12
GAMEPLAY SCREEN .....	12
PAUSE MENU .....	13
COMPLETING YOUR TASK .....	13
COOPERATIVE MULTIPLAYER .....	15
CONNECTIVITY .....	16
HEROES .....	17
SAVING AND LOADING .....	20
LIMITED 90-DAY WARRANTY .....	21

## GETTING STARTED

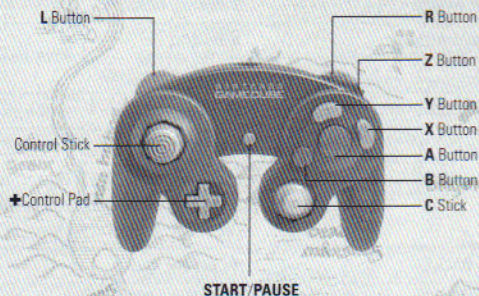
### NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *The Lord of the Rings™; The Return of the King™* Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *The Lord of the Rings; The Return of the King* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *The Lord of the Rings; The Return of the King* title screen, press **START/PAUSE** to advance to the Main menu (► p. 9).

## COMMAND REFERENCE

### NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



**START/PAUSE**

## COMPLETE CONTROLS

### GAMEPLAY CONTROLS

Move	Control Stick
Speed Attack	A Button or C Stick ⇄
Fierce Attack	Y Button or C Stick ↵
Physical Attack	X Button
Parry	B Button
Action Button	Z Button
Killing Move	R Button
Range Attack	Press and hold the L Button to activate the ranged attack; then press the A Button to fire
Jump Back	+Control Pad ↓
Special Ability	L Button - R Button
Pause Game	START/PAUSE

**NOTE:** The longer you hold the L Button - the A Button, the more power your ranged attack has.

### MENU CONTROLS

Highlight menu item	+Control Pad or Control Stick ↵
Change highlighted item	+Control Pad or Control Stick ⇄
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button
Help	Y Button
View level info (Level Selection screen only)	X Button

## ATTACKS

Use these basic attacks to defeat even the fiercest foes.

- Speed Attack** Take a very quick swipe at your foe.
- Physical Attack** Attack an enemy with a punch, kick, or a push to the ground.
- Fierce Attack** Strike with a solid blow that can shatter the stoutest shield.
- Ranged Attack** Fire an arrow, throw an axe, or shoot with your staff by activating your ranged weapon.
- Killing Move** Finish off a fallen enemy with this fatal blow.
- Parry** Defend yourself against enemy attacks and arrows with a well-timed parry.
- Jump Back** Escape painful blows by jumping out of harm's way.
- Action Button** Perform actions such as firing catapults, raising drawbridges, or picking up war pikes.
- Special Ability** Activates the unique ability each character possesses.

## COMBOS

Your character begins the game with two simple combination moves.

- SPEED COMBO** A Button, A Button, A Button.
- FIERCE COMBO** Y Button, Y Button.
- ❖ Many advanced moves can be purchased as upgrades.
  - ❖ When some combos are successfully executed, the power of the attack harms all enemies in the immediate area, often knocking them down.
- Orc Bane** Successful Parry, then the R Button.
- Orc Hewer** The A Button, the A Button, then the Y Button.
- Ranger Fury** The Y Button (hold and release).

**NOTE:** These attacks must be purchased with experience points before they are available for use.

- ORC BANE** A Linked Attack instantly kills an enemy, but must begin with a successful parry.
- ORC HEWER** An effective combo for taking out unshielded foes.
- RANGER FURY** Press and hold the Y Button. This attack takes time, and your character remains in place while charging up the necessary power to pull it off. Once fully charged, let go of the Y Button to unleash the attack.

## INTRODUCTION

The Fellowship of the Ring formed to save Middle-earth from the treacherous power of The One Ring. From the Council of Elrond in Rivendell they set forth on their journey towards Mordor to destroy The One Ring in the fires of Mount Doom. Many challenges assailed the Fellowship, from Ringwraiths to legions of Orcs to the fearsome Balrog that took the great wizard Gandalf the Grey from their ranks. However, hope ultimately prevailed and the Fellowship kept true to its path.

That is, until the Fellowship split apart as they neared the dangers of Mordor. In the forests of Fangorn, Aragorn, Legolas, and Gimli met up once again with a reborn Gandalf the White and traveled to the lands of Rohan. There, a great battle occurred at Helm's Deep between men and the wizard Saruman's forces of evil. To the East, the hobbits Frodo and Sam searched for a way into Mordor with the destruction of The One Ring in the forefront of their minds.

As the hobbits draw closer to Mount Doom, Aragorn, Gimli, Legolas, and Gandalf travel by various roads to Gondor to aid the men of Middle-earth in preparing a desperate last stand against the unspeakable forces of evil. Against the gates of Minas Tirith, they expect Sauron to unleash thousands of troops to quickly snuff out the hopes of all free people. To withstand the unrelenting forces of Sauron, the members of the Fellowship know the destruction of The One Ring is the only thing that can save them. Will Gondor prevail? Will Frodo and Sam make it to the fires of Mount Doom? In this final chapter of *The Lord of the Rings*, the fate of Middle-earth is in your hands.

For more info about this and other titles, visit EA GAMES™ on the web at [www.eagames.com](http://www.eagames.com).

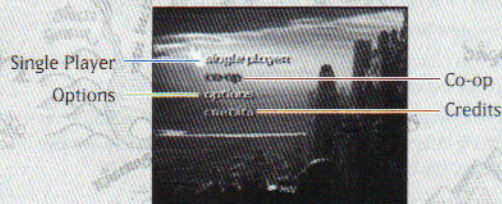
## THE JOURNEY CONTINUES

Where will you go and what might you encounter along the way? Choose a character and set out upon your quest.

### MAIN MENU

Enter into single or multiplayer battles from the Main menu.

**NOTE:** If no game has been saved, you must first successfully complete the Helm's Deep level to access the Main menu.



- SINGLE PLAYER** Defeat Sauron's minions in a series of single-player levels.
- CO-OP** Team up with a friend to defend Middle-earth cooperatively.
- OPTIONS** Adjust volume, Subtitle, Rumble, and Difficulty settings.
- CREDITS** View the game's credits.

#### To start a single-player game:

1. Select **SINGLE PLAYER** in the Main menu. The Single Player menu appears.
  2. Select **NEW GAME** in the Single Player menu. The Difficulty Select screen appears.
  3. Select a difficulty level – **EASY**, **NORMAL**, or **HARD** – and press the **A** Button. The Helm's Deep level begins automatically.
- For more information on cooperative gameplay, ► *Multiplayer* on p. 15.

## LEVEL SELECTION

Choose your level and enter into the fray. There are three story paths you may choose. The center path (The Path of the King) in the Level Selection screen is for Aragorn, Legolas, and Gimli. The right-hand path (The Path of the Hobbits) is for Frodo and Sam. The left-hand path (The Path of the Wizard) is for Gandalf. The level you choose determines which characters you can play in order to complete the level.

- ❖ Once you have successfully completed the Helm's Deep level, the Level Selection screen appears.
- To select a level, highlight it and press the **A** Button.
- ❖ Unlock new levels by winning the previous level.
- ❖ Once you complete the full game, you are able to replay a level as any of the characters.
- ❖ Many extras are also available from the Level Selection screen, including interviews and secret levels. The more you achieve in the game, the more you unlock.

## CHARACTER SELECTION

There are three character paths. The path you choose determines which characters you may play in a given level.

- ❖ Once you have chosen a level to complete, the Character Selection screen appears.
- To cycle through available characters, press the **+**Control Pad **↔**.
- To select a highlighted character, press the **A** Button.

**NOTE:** Only characters that are highlighted can be selected.

- ❖ Hidden characters are unlocked as you advance through the game.

## OPTIONS

Adjust sound, controller, and difficulty settings from the Options menu.

- To access the Options menu, select **OPTIONS** in the Main menu and press the **A** Button.

**MUSIC VOL** Make the background music louder or softer.

**VOICEOVER VOL** Adjust the volume of the character's voices.

**SUBTITLES** Turn in-game subtitles **ON** or **OFF**.

**RUMBLE** Turn the Rumble feature **ON** or **OFF**.

**DIFFICULTY** Select between **EASY**, **NORMAL**, or **HARD**.

# PLAYING THE GAME

To defeat Sauron's evil forces, you must use all the cunning, courage, and talents at your disposal.

## GAMEPLAY SCREEN

Mastering the gameplay screen is the first step towards saving Middle-earth.



**Health Meter**

As you take damage, your Health Meter depletes. When the bar is completely empty, you are defeated.

**Experience Meter** Experience points are awarded each time you defeat an enemy. This allows you to gain levels and access more powerful skills.

**Special Ability Meter** You can use your character's Special Ability by pressing the **L** Button and the **R** Button. The special ability will be active for a short period of time (the character icon will begin to white out). You will need to wait for the ability to recharge, when the character icon is in full color, before using it again.

**Ranged Weapon** As you use your ranged weapon, this number will decrease until more ammunition is picked up.

**Skill Meter** Earn higher ratings and experience points by stringing together successful hits. These experience points can be redeemed for upgrades. There are four ratings: Fair, Good, Excellent, and Perfect. If the Perfect rating is achieved, all your attacks cause additional damage for a brief period of time and the experience received for each kill is doubled.

**Crucial Information** One or more gauges can appear in the upper right hand corner of the screen. These gauges can represent things like the paths you must take, tasks you must accomplish, or enemies you must slay.

- ❖ Parrying is a vital part of swordplay. It deflects incoming arrows, prevents damage if outnumbered, and when done successfully, allows you to perform instant killing moves.
- ❖ Jumping back from enemies can help you keep the health you already have.
- ❖ Walking over potions will restore lost health.
- ❖ After using the Special Ability, the meter will be grayed out until it is recharged. By default, the Special Ability meter is full until used.

## PAUSE MENU

Even the fiercest warrior needs a break from battle.

- To pause the game mid-battle, press **START/PAUSE**.

**Resume** Continue gameplay where you left off.

**Mission Tips** Get tips and advice on completing the level.

**Show Upgrades** See a list of your current upgrades.

**Options** Access sound, controller vibration, and difficulty settings.

**Exit to Menu** Quit the current level and return to the Level Selection screen.

## COMPLETING YOUR TASK

Determine how well you completed your level's objectives.

### SCORING RESULTS SCREEN

At the end of each level, this screen summarizes your accomplishments.



Completing a level gains you experience points. These are redeemable for new skills and abilities.

- To accept your earned experience points and move on to the Upgrades screen, select **CONTINUE** and press the **A** Button.
- To replay the last level, select **REPLAY** and press the **A** Button.

**NOTE:** You can always replay a level later by selecting it from Level Selection screen (➔ p. 16).



## UPGRADES

Improve your skills by spending your acquired experience points.



- To scroll through the list of possible upgrades, press your **Control Pad**  $\updownarrow$ . The skills, and the experience points required to obtain them, are highlighted.
- To toggle between Fellowship upgrades and Character upgrades, highlight either by pressing your **Control Pad**  $\leftrightarrow$ .
- ❖ Upgrades are purchased based on experience level. If a character wishes to purchase an upgrade, he must reach the experience level required by that upgrade in order to do so.
- ❖ Fellowship upgrades benefit all playable characters that have reached the experience level required by the upgrade. Character upgrades benefit only the character it was intended for.
- ❖ When a Fellowship upgrade is purchased, each member of the Fellowship must reach the indicated level before they can use it.
- To purchase an upgrade, highlight it and press the **A Button**. A prompt appears asking if you wish to confirm your selection. Select **YES** and press the **A Button**. The skill is upgraded.
- ❖ Be sure you have enough experience points to afford a desired skill.

## COOPERATIVE MULTIPLAYER

Form your own Fellowship with a friend and defend Middle-earth.

### To start a cooperative multiplayer game:

1. Select **CO-OP** in the Main menu. The Co-op menu appears.
2. Select **NEW GAME** in the Co-op menu and press the **A Button**. The difficulty selection screen appears.
3. Select the difficulty level you wish to use and press the **A Button**. The Level Selection screen appears.
4. Choose the level you wish to play and press the **A Button**. The Character Selection screen appears.
5. Select the character for player one, then select a character for player two. Gameplay begins.

## CONNECTIVITY

If you own both the Game Boy® Advance and Nintendo GameCube™ versions of *The Lord of the Rings: The Return of the King* you can use a Nintendo GameCube™ — Game Boy® Advance cable to connect your Game Boy® Advance system to your Nintendo GameCube™.

1. Turn OFF the power switch on your Game Boy® Advance and turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Insert *The Lord of the Rings: The Return of the King* Game Pak into the slot on the Game Boy™ Advance. To lock the Game Pak in place, press firmly.
3. Connect the Game Boy® Advance and Nintendo GameCube™ with a Nintendo GameCube™ — Game Boy® Advance cable.
4. Insert the *The Lord of the Rings: The Return of the King* Nintendo GameCube™ Game Disc into the Optical Disc Drive of your Nintendo GameCube™ and then turn both systems ON.
5. On your Game Boy® Advance, press the **+**Control Pad **↻** to highlight a language and then press the **A** Button to confirm. The title screen appears.
6. Press **START** to continue to the Main menu on your Game Boy® Advance. The Main menu appears.
7. Select GCN LINK from the Main menu on your Game Boy® Advance and press the **A** Button.
8. On your Nintendo GameCube™, press **START** to continue to the Main menu. The Main menu appears.
9. Select SINGLE PLAYER in the Main menu and press the **A** Button.
10. Select LOAD GAME and press the **A** Button. The Load Game screen appears.
11. Select a saved game and press the **A** Button. The Level Selection screen appears.
12. Press the **Z** Button in the Level Selection screen and follow the onscreen instructions. Your Game Boy® Advance and Nintendo GameCube™ are now linked.

## HEROES

Get to know the members of the Fellowship.

### GANDALF

Gandalf knows that desperate plans are required as the specter of darkness grows over Middle-earth and Sauron's armies issue forth from Mordor to destroy the world of Men. The White Wizard liberates Rohan and the war is turned toward Minas Tirith, the last great stronghold of free people, where he intends to distract Sauron's gaze with a final, bold defense.

As an advisor of Men, Gandalf musters the defenses of Gondor to stand firm in the face of darkness. As a warrior on the battlefield, Gandalf conjures shockwaves with his staff to knock enemies aside and then with his sword, he slays them with ease. But victory cannot be won by force of arms alone, and Gandalf's plans are meant to buy time, knowing all hope rests in the success of Frodo's quest.



### ARAGORN

As the last descendant of the Kings of Men, Aragorn is fated to claim the long-empty throne of Gondor, should he prove worthy of this task. But to fulfill his destiny, Aragorn must first pass through the Paths of the Dead and attempt to command horrible foes who once betrayed Gondor. Then he must return to Minas Tirith and fight Sauron's hoard in defense of this besieged city. And, should he survive this path, Aragorn must at last face The Dark Lord's servants before the very gates of Mordor.

As a Ranger and Elf friend, Aragorn's ability with the bow allows him to defeat opponents at long range. His true prowess, however, lies in close combat. Wielding a reforged Narsil, the legendary sword that defeated Sauron, Aragorn is a deadly combatant on the battlefield, easily defeating multiple foes.



## LEGOLAS

Although the Fellowship that set forth from Rivendell has been divided, still the friendship that binds these comrades together holds true. In support of Aragorn, Legolas and Gimli fight beside each other through hardship and peril, despite their differences. Yet their greatest challenges are yet to come, as they enter this war alone and vastly outnumbered.

As a fighter, Legolas' skill with matched blades has won him the respect of his friends. But it is the bow of Legolas that will often turn the tide of battle, his deadly accuracy stopping foes in their tracks. Legolas risks his immortality in the cause of all free Men, and he will not permit Aragorn or Gimli to go on without him – to whatever end.

## GIMLI

As sturdy in spirit as he is in stature, Gimli the Dwarf is a formidable warrior. His skill with his weapons and his unflappable spirit earn for him a strong and unlikely bond with Aragorn and Legolas. Despite the distrust between Elf and Dwarf, all three of these warriors share a deep admiration for each other, forged in the fires of combat.

Armed with axes and the sheer force of his will, Gimli can quickly defeat enemies nearly twice his size. His ferocity in combat is a perfect compliment to the swordplay of Aragorn and the bow skill of Legolas. Together these companions intend to become an unstoppable force, helping Gandalf turn the tide in their war against Sauron.



## FRODO

In the final days of the War of the Ring, the fate of all Middle-earth rests in the hands of Frodo Baggins. Now upon the most difficult part of his long journey, Frodo and his trusted companion Sam at last approach the devastated land of Mordor, home of The Dark Lord Sauron. With every step taken toward that fell place, the burden upon Frodo grows heavier.

Relentlessly pursued by Ringwraiths mounted upon huge flying beasts, Frodo and Sam must trust Gollum, if they hope to find safe passage through the encircling Orc forces. While huge armies rage around them, these two small hobbits must never falter, for failure will bring about the ruin of the world.

## SAM

Often the unlikely may become the great heroes, and Sam Gamgee is destined to become the greatest hero of all. Every step taken by a weary and worn Frodo brings these two hobbits closer to Mount Doom and the fulfillment of their quest. Sam is always at Frodo's side, his unwavering loyalty and conviction of heart giving them hope, despite the seeming impossibility of their task and the odds against their success.

Sam is a warrior created by necessity, determined, ferocious and deadly despite his small size. His quick thinking and ability to use stealth to his advantage must get him – and Frodo – out of some very tight spots. Yet Sam's greatest strength is his love for his friend and his commitment to see things through.



## SAVING AND LOADING

Games can be saved at the end of each level.

**NOTE:** Never insert or remove a Nintendo GameCube™ Memory Card when loading or saving files.

- ❖ Each saved game contains the adventures of all the characters that have been used before in that game.

You must have a Memory Card inserted into Nintendo GameCube™ Memory Card Slot A to save or load.

### To save a game:

1. Select CONTINUE from the Upgrades screen and press the A Button. You are prompted to confirm if you wish to save your game.
2. Select YES and press the A Button. The Memory Card prompt appears.
3. Select the location into which you would like to save your game and press the A Button. A prompt appears asking if you are sure you want to save to this location.
4. Select YES and press the A Button. The game is saved.

### To load a single player game:

1. Select SINGLE PLAYER in the Main menu and press the A Button. The Single Player menu appears.
2. Select LOAD GAME in the Single Player menu and press the A Button. The Load Game screen appears.
3. Select which saved game you wish to continue by highlighting it and pressing the A Button. The game is resumed.

### To load a cooperative multiplayer game:

1. Select CO-OP in the Main menu. The Co-op menu appears.
2. Select LOAD GAME in the Co-op menu. The Load Game screen appears.
3. Select which saved game you wish to continue by highlighting it and pressing the A Button. The game is resumed.

## LIMITED 90-DAY WARRANTY

### ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

### RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

## RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

## EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty  
P.O. Box 9025  
Redwood City, CA 94063-9025

## EA WARRANTY CONTACT INFO

**E-mail and Website:** <http://techsupport.ea.com>

**Phone:** (650) 628-1900

## NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.

**NEED A HINT?** Call the EA HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week! In the US, dial 900-288-HINT (4468). \$1.99 per minute. In CANADA, dial 900-451-4873. \$1.99 (Canadian) per minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

**TECHNICAL SUPPORT**—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

## HOW TO REACH US ONLINE

**E-mail and Website:** <http://techsupport.ea.com>

**Mailing Address:** Electronic Arts Technical Support  
PO Box 9025  
Redwood City Ca 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.  
P.O. Box 432  
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.  
P.O. Box 181  
Chertsey, KT16 0YL, UK  
Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week to AM–8 PM. If you are under 18 years of age parental consent required.

© MMIII New Line Productions, Inc. All rights reserved. "The Lord of the Rings; The Return of the King" and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. Game Code and certain audio visual elements © 2003 Electronic Arts Inc. All rights reserved. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. DivX® Video provided by Factors and DivXNetworks, Inc. DivX and the DivX logo are trademarks of DivXNetworks, Inc. and are used under license. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts® brand.

This product contains Font Software licensed from Agfa Monotype Corporation and its suppliers, which may not be distributed, copied, reformatted, reverse engineered, or decompiled for any purpose. You may transfer the Font Software as part of the product to a third party provided that (i) the third party agrees to all the terms of this agreement and (ii) you have destroyed all copies of the Font Software in your custody or control, including any installed in your computer, immediately upon transferring such product. The Font Software is also protected by copyright and any copying or distribution of the Font Software, with or without the product, constitutes both copyright infringement and a theft of valuable property. You acquire no right, title or interest in the Font Software except the personal right to use such software, consistent with this agreement, as part of the product when installed in your computer. All rights reserved. To see the Agfa Monotype Corporation complete Font Software End User License Agreement please go to their website [www.agfamonotype.com](http://www.agfamonotype.com).



THX is a trademark or registered trademark of THX Ltd. All rights reserved.

A THX Certified Game is your assurance of consistent and optimal sound and picture performance. This game title was developed in a studio that meets THX's stringent reference standards for acoustical and visual performance, letting you enjoy the best in sound and picture playback.

#### Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

## GET IN THE GAME

WANT TO JOIN THE #1 INTERACTIVE ENTERTAINMENT COMPANY?

VISIT EA RECRUITER AT [HTTP://JOBS.EA.COM](http://JOBS.EA.COM).

STILL A STUDENT?

CHECK OUT EA ACADEMY AT [HTTP://EAACADEMY.EA.COM](http://EAACADEMY.EA.COM).

Proof of Purchase

The Lord of the Rings™; The Return of the King™

1468605



OWN THE ENTIRELY NEW EXTENDED EDITION! NOVEMBER 18!



### SPECIAL EXTENDED DVD EDITION\* & COLLECTOR'S DVD GIFT SET

- 43 Minutes of New and Extended Scenes added by Director Peter Jackson
- 2 Bonus Discs of All-New Features
- Packaging Features Conceptual Sketches by the Film's Artists

AOL Keyword: Lord of the Rings [www.lordoftherings.net](http://www.lordoftherings.net) [www.newline.com](http://www.newline.com)

© MMII New Line Productions, Inc. © MMII New Line Home Entertainment, Inc. The Lord of the Rings, The Two Towers, and the names of the characters, events, items and places therein, are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. All Rights Reserved.



PG-13

EPIC BATTLE SEQUENCES AND SOME SCARY IMAGES

\* ALSO AVAILABLE ON VHS

ORIGINAL THEATRICAL VERSION  
NOW AVAILABLE ON DVD AND VHS!



# THE LORD OF THE RINGS

THE RETURN OF THE KING  
STRATEGY BATTLE GAME



BATTLE GAMES IN THE WORLD OF MIDDLE-EARTH™

USA: [www.games-workshop.com/lotr](http://www.games-workshop.com/lotr) Canada: [www.games-workshop.ca/lotr](http://www.games-workshop.ca/lotr)

© MMIII New Line Productions, Inc. All Rights Reserved. "The Lord of The Rings," and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. Games Workshop and the Games Workshop Logo are trademarks of Games Workshop Limited variably registered in the UK and other territories. All Rights Reserved.

NEW LINE CINEMA  
© 2002 New Line Productions, Inc.

GAMES WORKSHOP®

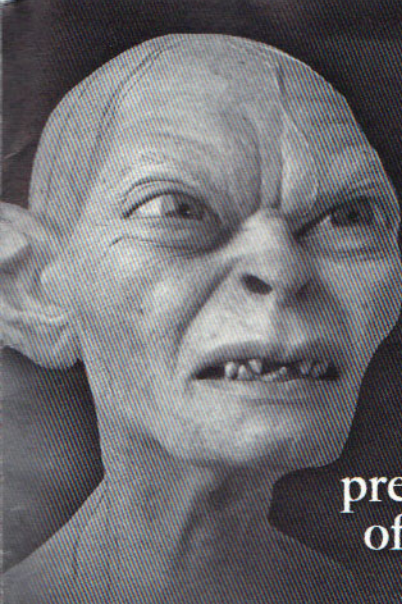
## Get EA Cheat Codes & Game Hints

Register Your Game Online  
Right Now!

[www.eagamereg.com](http://www.eagamereg.com)







THE  
LORD  
OF THE  
RINGS  
THE RETURN  
OF THE KING

So what  
makes this  
precious little piece  
of paper different  
from the rest?

With this you can get

**15% Off**

on authentic Lord of the Rings™ collectibles made by  
Weta Workshop, the special effects company that  
helped bring Middle-earth to life on film.

Visit **SideshowWeta.com**

and use the e-coupon: ROTKEA on your next order!

Or Call (800) 474 -3746

Offer expires 2/29/04. This 15% savings applies only to Sideshow Weta's  
The Lord of the Rings™ collectible items. Void where prohibited. Coupon can not be  
redeemed for cash value or for cash differences. Not valid in combination  
or with other coupons.

© MMIII New Line Productions, Inc. All rights reserved. "The Lord of the Rings, The Return of the King and the  
name of the characters, events, items and places therein, are trademarks of the Saul Zaentz Company d/b/a  
Tolkien Enterprises under license to New Line Productions, Inc."  
Manufactured by Sideshow, Inc and Weta Workshop, Ltd. All rights reserved.

Sideshow  
Weta  
COLLECTIBLES

 NEW LINE CINEMA  
An M.J. Time-Warner Company



## >> Register Your Game Online

It's fast. It's easy. It's worth it.  
To register, jump online at

>> **www.eagamereg.com**

- Register your game.
- Enter Game Access Code

14686

- Get **exclusive access** to an EA cheat  
code or hint – specifically for your game!

**That's it. You're done. Go play!**

© 2003 Electronic Arts Inc. EA GAMES, EA SPORTS, EA SPORTS BIG and all associated logos are trademarks or registered  
trademarks of Electronic Arts Inc. in the US and/or other countries. All rights reserved. EA SPORTS™, EA SPORTS BIG™ and  
EA GAMES™ are Electronic Arts™ brands. All other trademarks are the property of their respective owners.