

THE LORD OF THE RINGS

ARAGORN'S QUEST™



⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

GETTING STARTED



PLAYSTATION[®]2 SYSTEM

Starting a Game

Set up your PlayStation[®]2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert **The Lord of the Rings: Aragorn's Quest** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation[®]2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation[®]2) into MEMORY CARD slot 1 of your PlayStation[®]2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation[®]2) containing previously saved games.

WIELD THE SWORD, LIVE THE ADVENTURE, BECOME THE LEGEND!



The Lord of the Rings: Aragorn's Quest offers you the opportunity to relive the adventures of Aragorn! You'll embark on a bold, lively journey, advancing from Ranger to King in a gameplay experience designed for all ages!

Take up the sword of Aragorn as you battle through 17 expansive levels as told by Samwise Gamgee.

The fate of Middle-earth rests upon your shoulders!

CONTROLS



L1 Button – Target Lock

Hold to target-lock onto an enemy. Use with the button for a quick ground strike, or with the button for a finisher.

R1 Button – Special Ability Menu

Hold the button to toggle the menu, then press:

- ♦ button - Use Melee Special Ability.
- ♦ button - Use Melee Special Ability.
- ♦ button - Use Ranged Special Ability.
- ♦ button - Use Defensive Special Ability.

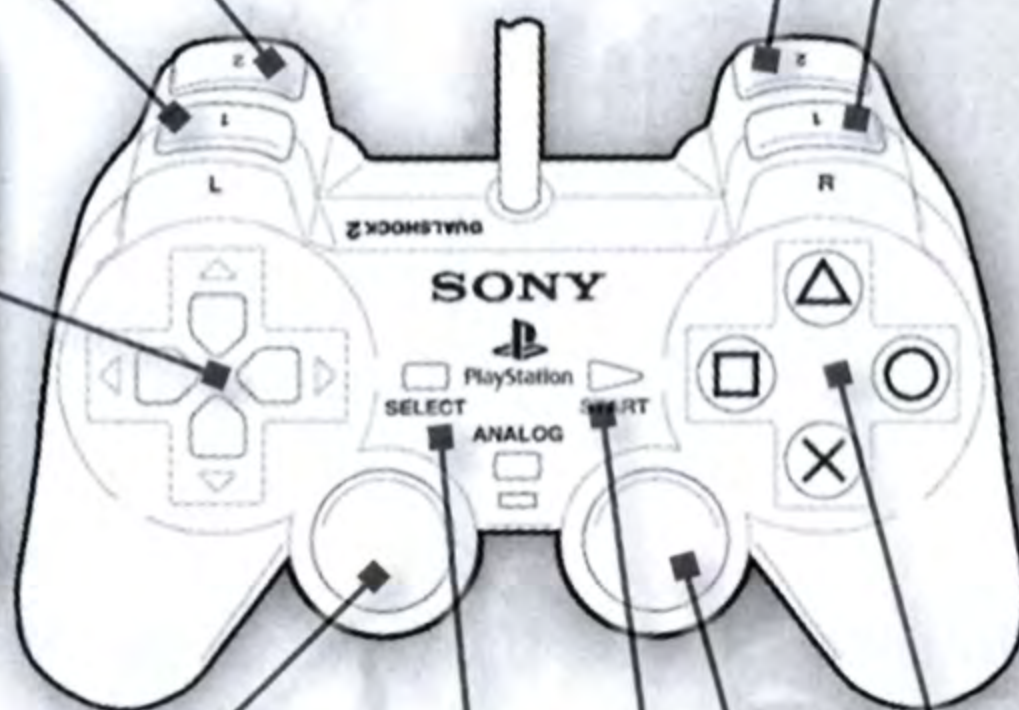
L2 Button – Toggle Map

R2 Button – Toggle Map



Directional Button

- ♦ : Toggle map.
- ♦ : Toggle Special Ability Assignment menu.



Left Stick – Move

- ♦ Move Aragorn.
- ♦ Cycle targets.

START

- ♦ Pause game

SELECT

- ♦ Skip intro / open Character menu.

Right Stick – Move Map (when active)

Combo Attacks

- ♦ , ,
- ♦ , ,
- ♦ , ,
- ♦ , ,
- ♦ , ,
- ♦ , ,
- ♦ , ,

Button – Power Strike

Button – Quick Strike

Button – Bow & Arrow

- ♦ Press to equip bow (or tap for a Quick Shot).
- ♦ Hold to charge up for a Charged Shot. (Use the directional button to cycle targets.)
- ♦ Release to shoot arrow.

Button – Block / Parry / Use Object / Duck (in Ranged Mode)

- ♦ Press at the right moment to parry, blocking the attack and briefly stunning the enemy.



HUD



1 Aragorn

2 Arrow Count

This displays the amount of arrows in Aragorn's quiver. Some items increase the amount of arrows Aragorn can carry.

3 Health Bar


This indicates Aragorn's health level. When it empties,

Aragorn will be defeated and will restart at the last checkpoint. Aragorn can recuperate health by defeating enemies, picking up Athelas leaves and using some special abilities.

4 Morale Bar

This indicates Aragorn's morale level. Aragorn needs morale to perform special abilities. He can earn morale by successfully landing strikes on enemies.



5 Ranged Shot Power

Indicates the power charge of Aragorn's bow when you press and hold the  button for a Charged Shot.

6 Special Ability Menu

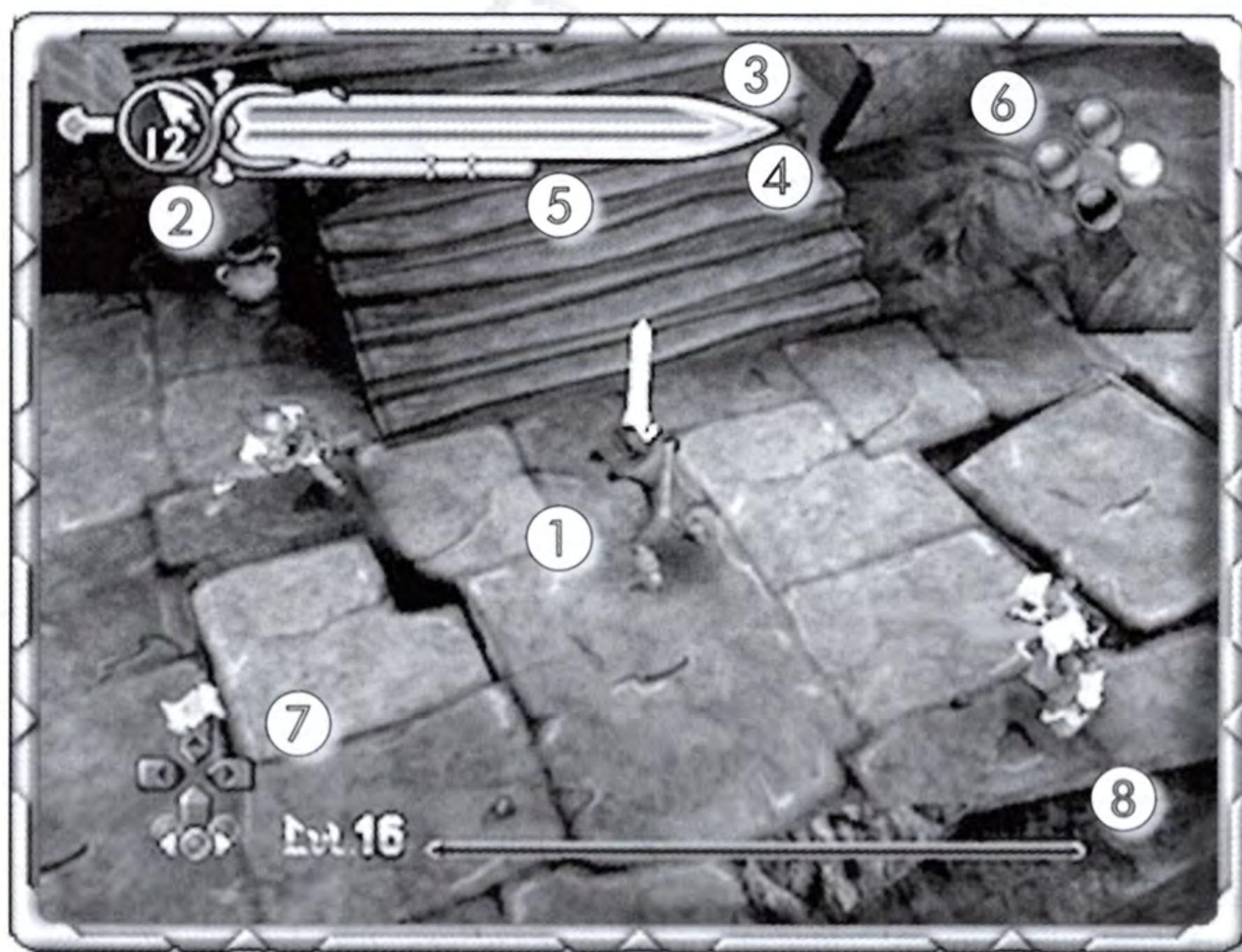
These four icons light up when Aragorn has gained enough morale to perform special abilities.

7 Directional Buttons Key

This shows the directional buttons uses. Press  to toggle the map on / off. Press  to open the Special Ability Assignment menu.

8 Current Level and Progress Bar

This displays Aragorn's current level on the left. The bar fills to show Aragorn's progress toward earning the next level.



COMBAT



Aragorn is equipped with two weapons: a sword and a bow. Press and hold the **L1** button to have Aragorn lock his weapon onto the nearest enemy.

MELEE COMBAT

- † **Power Strike** Press the **△** button to have Aragorn perform a powerful strike, a slow attack that inflicts a large amount of damage.
- † **Quick Strike** Press the **□** button to have Aragorn perform a quick strike. This is a fast attack that inflicts a small amount of damage.
- † **Block** Press and hold the **×** button to have Aragorn perform a block.
- † **Parry** Press the **×** button as an enemy performs a strike to have Aragorn parry the blow. Parrying an enemy attack stuns the foe, allowing Aragorn to follow up with an unblockable attack.

RANGED COMBAT

Press the **○** button to equip Aragorn's bow.

- † **Quick Shot** Tap the **○** button to have Aragorn shoot an arrow.
- † **Charged Shot** Press and hold the **○** button to have Aragorn take aim and charge up a powerful ranged shot. Release the button when the Ranged Shot Power bar turns red to have Aragorn shoot the arrow.



SPECIAL ABILITIES



Special abilities are powerful melee, ranged and defensive moves. Some melee abilities can attack multiple targets or inflict huge damage on a single foe. Some ranged abilities can slow or stun enemies. Aragorn can use defensive abilities to shield, heal or increase attack power.



USING ABILITIES

Press the **R1** button to bring up the Special Ability menu. The menu displays four special abilities: two melee special abilities, one ranged special ability and one defensive special ability.

Performing special abilities requires morale, and the cost depends on how powerful the ability is. A gray Special Ability icon means Aragorn has insufficient morale to perform that special ability.

With the Special Ability menu open, use the controls below to activate the abilities:



1 Melee Special Ability (red)

Hold **R1** button + press **△** button.



2 Melee Special Ability (red)

Hold **R1** button + press **□** button.



3 Ranged Special Ability (blue)

Hold **R1** button + press **○** button.



4 Defensive Special Ability (green)

Hold **R1** button + press **×** button.



RE-ASSIGNING ABILITIES

As Aragorn's arsenal of powerful abilities grows, you can customize the Special Ability menu to suit the situation. Press the directional button ↓ to open the Special Ability Assignment menu.

The game pauses while the menu is open.

Press the △, □, ×, and ○ buttons to scroll through the special abilities. Press any directional button, or the L1 or R1 button, to close the menu.

You can learn more about special abilities and their morale cost in the Special Abilities page of the Character menu.



INTERACTION



Aragorn can interact with many objects throughout Middle-earth. These objects are surrounded by a glowing Use circle. To have Aragorn interact with an object, move him next to it and press the × button.

- ♦ **Chests** Chests can contain quest items, equipment, arrows or healing Athelas leaves.
- ♦ **Arrow Racks** Restock Aragorn's quiver with arrows.
- ♦ **Elven Health Pools** These ancient stone statues were crafted by Elves. Aragorn can use them to replenish lost health.
- ♦ **Dwarven Doors** Ancient doors grant access to secret areas containing hidden treasures. The doors are sealed shut by powerful magic and can only be unlocked by discovering a Dwarven Rune. The Rune is split into three fragments, each located on a Dwarven Rune pillar found in a nearby area.
- ♦ **Torches** Aragorn can obtain burning torches from camp fires and braziers. He can use torches to burn some objects or attack enemies.

PICKUPS



- ♦ **Athelas Leaves** When collected, Athelas leaves automatically replenish Aragorn's lost health.



- ♦ **Arrows** When collected, arrows are automatically added to Aragorn's quiver.

- ♦ **Morale Boost** When collected, these glowing orbs replenish Aragorn's morale.

CHARACTER MENU



Press the SELECT button to access the Character menu. Here you can manage your inventory, equip new items, review quests, unlock special abilities and read journal entries.

- ♦ Use the **L1** and **R1** buttons to navigate through menu pages.



EQUIPMENT

Use the equipment page to manage your inventory. From here you can equip weapons and items you collect on your journey through Middle-earth.

- 1 Sword** This indicates how much damage Aragorn inflicts with his sword attacks.
- 2 Bow** This indicates how much damage Aragorn inflicts with his bow attacks.
- 3 Defense** This indicates how much protection Aragorn has from enemy attacks. Increase defense by equipping items.

4 Swords



6 Amulets



8 Bracers



5 Tunics



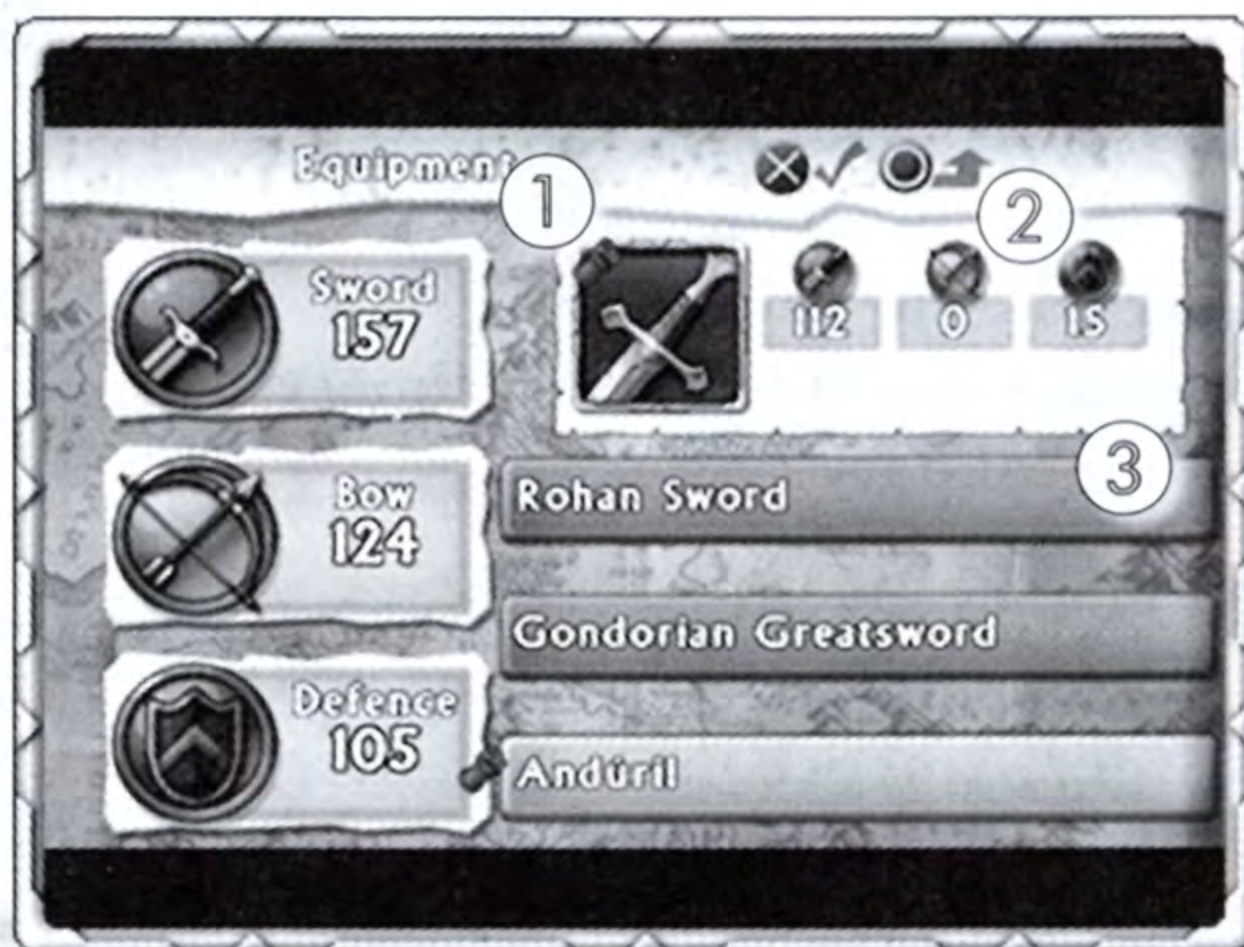
7 Bows



9 Rings



To view stats and switch items, select an item slot and press the ⊗ button.



1 Selected Item

An icon displays the currently selected item. The blue icon in the top corner indicates that this item is currently equipped.

2 Item Stats

Each item can modify up to two stats.

3 Item List

Use the directional buttons to scroll through the list of available items.

EQUIPMENT ITEMS

Throughout his journey, Aragorn will discover equipment that provides him with additional attack power and defensive resistance to damage. Here are a few examples:



Ranger Sword

A trusty blade given to all Rangers of the North.



Rohirrim Sword

A stout blade bestowed on the brave Riders of Rohan.



Anduril

The sword of the King, reforged by Elves from the shards of Narsil.



Ranger's Longcoat

While the quality of its cloth is poor, the longcoat protects its wearer from the elements of the wilds.




Elessar's Battle Tunic

Worn by the High King of Gondor, this tunic provides strong protection.



QUEST LOG

Go to the Quest Log page to review information about Aragorn's current quests. Quests are divided into Primary and Secondary types.

- ♦ **Primary Quests (blue icon)**
These quests relate to the main story. Aragorn must complete them in order to progress in the game.
- ♦ **Secondary Quests (green icon)**
These quests are optional but often reward Aragorn with new items.

To view more information, highlight a quest and press the  button.

SPECIAL ABILITIES


Use the Special Abilities page to view and unlock new, more powerful moves. This page is divided into three categories: melee, ranged and defensive special abilities. You can switch between the list of melee, ranged and defensive special abilities by pressing the directional buttons  / .

After you purchase special abilities here, you can assign them to a Special Ability button in-game.




- 1 **Special Ability**
- 2 **Ability Point Purchase Cost Appears Here**
- 3 **Melee Special Ability Icon**
- 4 **Ranged Special Ability Icon**
- 5 **Defensive Special Ability Icon**
- 6 **Ability Points Available to Spend**



To view more information, highlight a special ability and press the  button.

Aragorn's current ability point total is displayed at the bottom of the screen. He receives an ability point every time he levels up.

Use Aragorn's ability points to unlock special abilities. To do that, select an ability and press the  button. This will cost between 1 to 4 ability points, the more powerful moves being more expensive to unlock.



ARAGORN'S JOURNAL

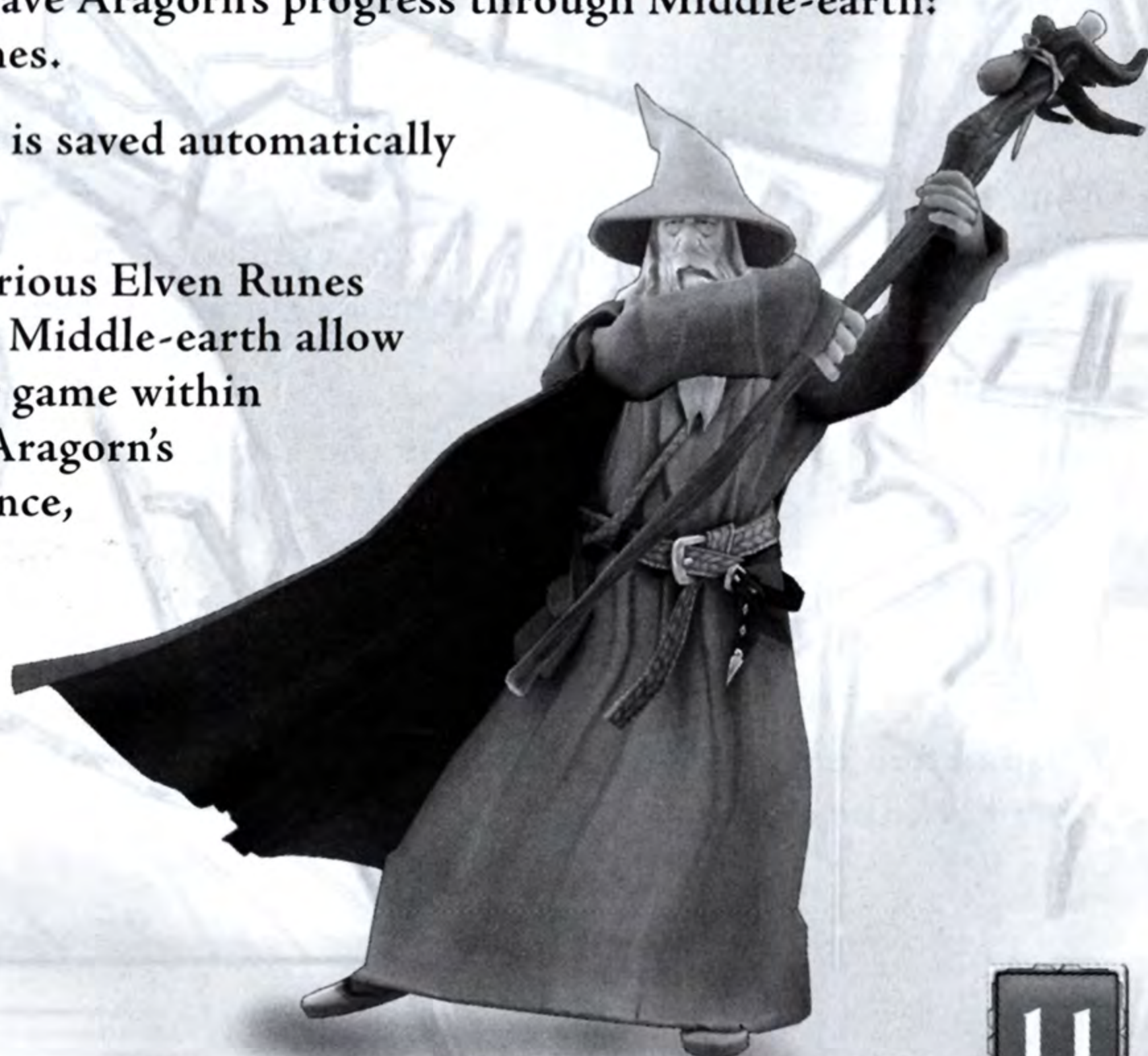
Aragorn's journal provides information about his past. To unlock journal entries, Aragorn must discover and collect them while adventuring through Middle-earth.

SAVING



There are two ways to save Aragorn's progress through Middle-earth: autosave and Elven Runes.

- ♦ **Autosave** The game is saved automatically at the end of a level.
- ♦ **Elven Runes** Mysterious Elven Runes scattered throughout Middle-earth allow you to fully save your game within the level. This saves Aragorn's current level, experience, equipment collected, enemies defeated, quests completed and position in the level.



LEVELS



- ✦ **Mordor**
Aragorn enters Mordor to face the Dark Lord Sauron at the Black Gate.
- ✦ **Weathertop**
Aragorn leads the Hobbits to Rivendell through the Midgewater Marshes. They stop for a rest at the ruined watchtower of Amon Sul.
- ✦ **The Pass of Caradhras**
The Fellowship begin their journey toward Mordor across the snowy mountain pass of Caradhras. This treacherous place is home to packs of ferocious mountain Goblins and wild wolves.
- ✦ **The Road to Moria**
Forced to turn back from the Pass of Caradhras, the Fellowship venture toward the Mines of Moria. The road is home to packs of Goblins and a far greater threat lurking beneath the waters.
- ✦ **The Mines of Moria**
The Fellowship enter the ancient Dwarven halls of Moria, but all is not well. The mines are infested with fearsome Goblins and Orcs.
- ✦ **Balin's Tomb**
Balin's chamber, located deep in the Dwarrowdelf, has now become his tomb. The Fellowship learn what fate befell the Dwarves of Moria and now must face the same threat.
- ✦ **The Bridge of Khazad-dum**
The Fellowship battle their way through the mines toward the Bridge of Khazad-dum. Before they make their escape they must face a greater threat than Goblins—a foul beast from the depths of Moria.
- ✦ **Amon Hen**
The Fellowship pause for rest at the ruins of Amon Hen, unaware that Saruman's Uruk-hai are about to launch an attack.
- ✦ **The Plains of Rohan**
Aragorn, Legolas and Gimli cross the Plains of Rohan on the trail of the captured Hobbits, Merry and Pippin.
- ✦ **The Road to Helm's Deep**
Aragorn must protect the people of Rohan as they travel to the fortified keep of Helm's Deep. The journey will not be easy as Saruman has dispatched his fearsome Warg riders under the command of Sharku to attack the convoy.

♦ **The Deeping Wall**

Aragorn joins forces with the forces of Rohan under the command of King Theoden in an attempt to defend Helm's Deep from Sauron's vast Uruk-hai army.

♦ **Hornburg Courtyard**

With the Deeping Wall breached, Aragorn must fall back to protect the Hornburg Courtyard.

♦ **The Paths of the Dead**

Aragorn, Legolas and Gimli journey into the catacombs beneath the White Mountains to face the Oathbreakers of Dunharrow. They must secure the allegiance of the King of the Dead.

♦ **The Docks of Harlond**

Aragorn, Legolas and Gimli face the Corsairs in an attempt to secure the Docks of Harlond and stem the reinforcement of the siege of Minas Tirith.

♦ **Pelennor Fields**

Aragorn joins the battle on the fields of Pelennor, facing the forces of Sauron under the command of the Orc general, Gothmog.

♦ **Minas Tirith**

Aragorn enters the citadel of Minas Tirith to drive the forces of Sauron from the city.

♦ **The Black Gate**

Aragorn launches a full-scale assault on the Black Gate in order to divert Sauron's eye from Frodo and Sam as they venture into Mount Doom to destroy the One Ring.



ENEMIES



- ♦ **Swordsmen** These foes make up the core of the enemy army and will attack swiftly.

Races: Goblins, Orcs, Uruk-hai, Wildmen, Undead warriors, Corsairs

- ♦ **Archers** Skilled marksmen back up the swordsmen in battle with ranged attacks.

Races: Goblins, Orcs, Uruk-hai, Wildmen, Undead warriors, Corsairs

- ♦ **Captains** Heavily armored leaders and fearsome combatants, captains command groups of swordsmen and archers. These skilled foes provide morale for their troops when in battle and heal them when in range. Defeat the captains first to break the soldiers' morale, causing them to flee in fear.

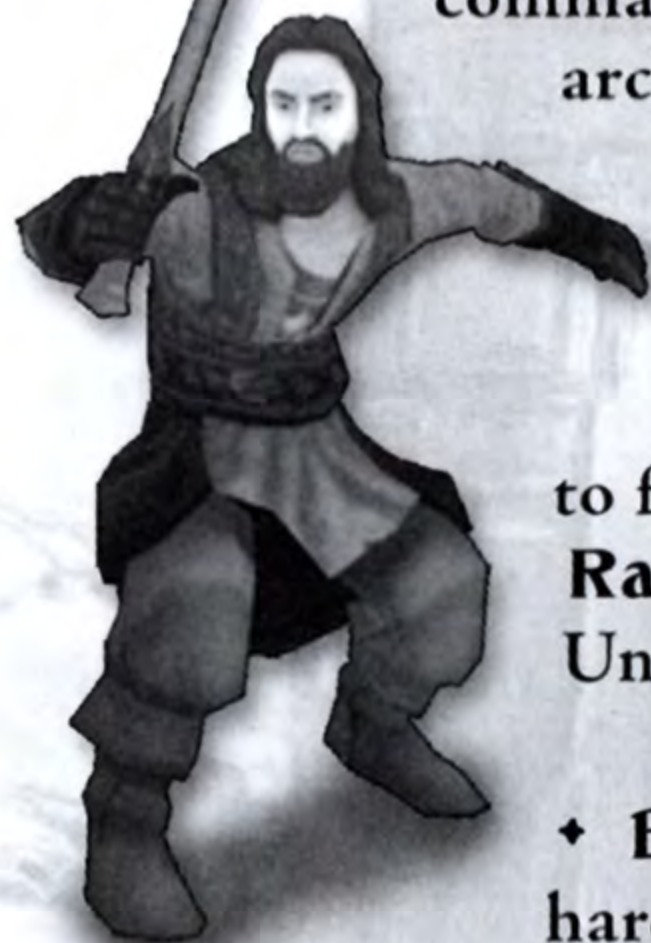
Races: Goblins, Orcs, Uruk-hai, Wildmen, Undead warriors, Corsairs

- ♦ **Berzerkers** Battle-hardened warriors armed with a lethal two-handed sword. Berzerkers never retreat from battle.

Races: Uruk-hai

- ♦ **Trolls** Lumbering but powerful creatures, Trolls are easily outwitted.

- ♦ **Armored Trolls** Heavily armored Trolls can withstand basic attacks and are only vulnerable to devastating special abilities.



NOTES



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