The Lord of the Rings Online
SIEGE OF MIRKWOOD

STARTER GUIDE
**Important Health Warning About Playing Video Games**

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

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

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

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

Internet connection required. Additional online fees apply.

---

**CONTENTS**

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Getting Started</td>
<td>2</td>
</tr>
<tr>
<td>Installation</td>
<td>2</td>
</tr>
<tr>
<td>Starting the Game</td>
<td>2</td>
</tr>
<tr>
<td>Creating a User Account</td>
<td>3</td>
</tr>
<tr>
<td>Launcher Panel</td>
<td>3</td>
</tr>
<tr>
<td>Server Selection</td>
<td>3</td>
</tr>
<tr>
<td>Creating a Character</td>
<td>4</td>
</tr>
<tr>
<td>Race</td>
<td>4</td>
</tr>
<tr>
<td>Playable Classes Chart</td>
<td>5</td>
</tr>
<tr>
<td>Class</td>
<td>6</td>
</tr>
<tr>
<td>Your First Game Experience</td>
<td>9</td>
</tr>
<tr>
<td>Map of Archet</td>
<td>10</td>
</tr>
<tr>
<td>Map of Thorin’s Gate</td>
<td>11</td>
</tr>
<tr>
<td>Hints</td>
<td>12</td>
</tr>
<tr>
<td>Movement</td>
<td>12</td>
</tr>
<tr>
<td>Camera Controls</td>
<td>12</td>
</tr>
<tr>
<td>Basic Interactions</td>
<td>13</td>
</tr>
<tr>
<td>Main Game Screen</td>
<td>14–15</td>
</tr>
<tr>
<td>NPCs</td>
<td>22</td>
</tr>
<tr>
<td>Combat</td>
<td>24</td>
</tr>
<tr>
<td>Chatting</td>
<td>25</td>
</tr>
<tr>
<td>Fellowships</td>
<td>26</td>
</tr>
<tr>
<td>Finding Help</td>
<td>28</td>
</tr>
<tr>
<td>End-User License Agreement</td>
<td>29</td>
</tr>
<tr>
<td>Code Of Conduct</td>
<td>32</td>
</tr>
</tbody>
</table>
GETTING STARTED

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

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

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

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

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

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

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

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

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

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

RACE

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

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

DWARF

The stout Dwarves of Middle-earth are known for their steadfast determination, hearty strength, and commitment to all things found in the world’s deep places. Living a secretive life in their homes beneath the great mountains, Dwarves are expert miners and workers of stone and metal. Dwarves make excellent warriors, displaying unique toughness in battle.

ELF

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

Elves do not grow old as other races do — there are Elves abroad in Middle-earth today who still remember their youth in the First Age. They remember all too well the devastation caused by the tides of evil that once darkened the land — a shadow that threatens to do so again. In ages past, the Elves divided into many different groups, and settled throughout Middle-earth, primarily in the ancient forested realms where they still live.

HOBBIT

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

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

RACE OF MAN

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

Playable Classes

<table>
<thead>
<tr>
<th></th>
<th>Burglar</th>
<th>Captain</th>
<th>Champion</th>
<th>Guardian</th>
<th>Hunter</th>
<th>Lore-master</th>
<th>Minstrel</th>
<th>Rune-keeper</th>
<th>Warden</th>
</tr>
</thead>
<tbody>
<tr>
<td>Man</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Dwarf</td>
<td></td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hobbit</td>
<td>X</td>
<td></td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>X</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>Elf</td>
<td></td>
<td></td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
</tbody>
</table>
**CLASS**

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

**Burglar**

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

**Captain**

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

**Champion**

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

**Guardian**

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

**Hunter**

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

**Lore-master**

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

**Minstrel**

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

**Rune-keeper**

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

**Warden**

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

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

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

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

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

PDF Manual

The PDF Manual is available as a free download from www.lotro.com and provides a wealth of details into every aspect of The Lord of the Rings Online. Here you can review details about your class, traits, crafting, and more. You can even print out individual pages that are of interest to you. If you’re looking for more information on a topic, check here first.

APPEARANCE, NAME AND BACKGROUND

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

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

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

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

Note: In the interest of a player-friendly game environment, inappropriate names are not allowed and will be automatically rejected.
**Hints**
The game displays tutorial hints in a pop-up window as you encounter new situations. Reading these hints is a great way to learn how to play the game. Each hint only pops up once.

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

Press Spacebar to make your character jump. Press 1 to toggle between running and walking mode.

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

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

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

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

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

**Basic Interactions**

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

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

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

Double-click or right-click an object to display its contents in a pop-up box. Double-click or right-click an object to put it in your inventory. You can also click on the Loot All button to move all objects into your inventory.
1. Character Vitals (P. 16)
2. Target (P. 16)
3. Minimap (P. 16)
4. Quest Tracker (P. 18)
5. Chat Log (P. 18)
6. Pet Shortcut Bar (P. 18)
7. Game Control Bar (P. 18)
8. Auto-Attack (P. 21)
9. Quickslot Bars (P. 21)
10. Inventory Bags (P. 21)
11. Alert Icons (P. 22)
1 CHARACTER VITALS

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

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

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

2 TARGET

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

3 RADAR (MINI-MAP)

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

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

Full-Screen Map

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

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

Use the full-screen map to view the larger area around you. Points of interest are automatically flagged once you discover them.
4 Quest Tracker
The Quest Tracker keeps you updated on up to five quests at a time. Once you have completed part of a quest, your Quest Tracker automatically updates to display the next objective.

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

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

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

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

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

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

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

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

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

G. Trait Sets
This opens up three potential sets of advancement for your character. In addition to these three paths, you can customize your hero's abilities. For more information on trait sets, refer to the PDF Manual.
H. Item Advancement
When you reach level 50, you will find legendary items that can be customized by your hero. Item advancement is a high-level feature more fully explained in the PDF Manual.

Character Tab
The top line displays your name, class, and level. The boxes surrounding your character illustration show your currently equipped gear.
You can click the Eye icon next to a piece of gear to toggle its display on your in-game character. For example, you can make your character look barefoot by toggling off her shoes.
Your stats are listed at the bottom of the Character Journal. Your initial stats are determined by class and race, and they improve as your character gains experience, earns Traits, wears certain equipment, and more. Stat colors give you additional information — red stats currently have a penalty of some sort, green stats currently have a bonus, and white stats are unmodified.

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

Skills Tab
Each class can use certain weapons and armour, and begins with a few special abilities — for example, a Burglar has surprise attacks, and a Loremaster can summon a pet. These special abilities are called skills. To acquire a new skill, you must buy it from a Trainer for your class when you level up. Trainers are marked on the Radar and the World Map with a scroll icon.
To get more information on a skill, hold your cursor over it. To use a skill, drag it from the Skills window to a slot in your Quickslot bar.

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

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

8 Auto-Attack Button
Once you have a target, click this button to start attacking. You can also press ~ to start attacking.

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

10 Inventory Bags
As you complete quests, defeat enemies and find treasure, you will accumulate weapons, armour, special items, and more. These items are stored in your inventory. Click on the bag buttons at the bottom-right of the screen, or press 1 to open all of your inventory bags.
Hover the cursor over any item to display a tooltip for that item. If you already have a similar item equipped, a second tooltip

In addition to inventory, you can also store items at a Vault in most big towns. See the PDF Manual for more info.
Displays the equipped item's stats next to the first tooltip. To equip an item from your inventory, double-click it, right-click it, or drag it to the appropriate equipment slot in the Character Journal window.

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

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

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

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

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

- **Quest** – Talk to any NPC with a gold ring above his head to get a quest within your level. Performing quests is the quickest way to advance and obtain good equipment.
- **Epic Quest** – A flaming ring indicates that the NPC will offer you a quest that is part of the Epic story. These often difficult quests offer valuable rewards and feature well-known characters from Middle-earth, such as Gandalf and Strider.
- **Vendor** – Talk to a vendor NPC to buy, sell and repair items.
- **Trainer** – Talk to a trainer NPC associated with your class to train new skills after you have advanced a level. Trainer NPCs also sometimes sell class-related items.

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

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

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

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

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

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

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

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

Currency in the game is valued at 100 copper equals 1 silver and 1,000 silver equals 1 gold.
COMBAT
You will not be in Middle-earth long before you have to prove your worth in combat against enemies or wild creatures. Before you enter combat, make sure you have your best weapon and armour equipped, then target the enemy you wish to fight by clicking on it. (Press Tab to cycle through available targets.) The vitals of the enemy you have targeted appear to the right of yours, and an orange target ring appears around the enemy’s feet.

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

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

DAMAGE, DEFEAT & RECOVERY
As you take wounds in battle, your Morale will decrease. Using skills requires Power. To stay at maximum combat efficiency, you must regain your Morale and Power. Both automatically recharge when you are not in combat. You can regain Morale and Power during combat by using certain spells or skills. You can use potions and food to recover Morale and Power more quickly. When your Morale Points are entirely exhausted, you are defeated. Click on the Retreat button to move to a place of safety (a rally point — one of the rings of white stones found near most settlements). In the first few levels, there is no penalty for retreating. In later levels, retreating causes your abilities to be somewhat impaired for several minutes and may damage your equipment.

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

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

Click on the chat-bubble icon at the bottom-left corner of the Chat window to select a new channel for your conversation. Once you have chosen a chat channel, your chat will only appear there. For example, only your fellowship will see your chat text in the fellowship chat channel. You can also type a channel-specific message by using shortcuts, which are preceded by / (slash). For example, if you want to type a message that only your fellowship members can read, type /f before the message.

To see a complete list of chat commands, type /help in the Chat window. To send a PM (personal message) to another player type /tell <player name> <message>. To reply to a person that has just sent you a message type /r <message> in the Chat window.
**Emotes**

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

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

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

**Fellowships**

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

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

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

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

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

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

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

**Looking for Fellowship (LFF)**

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

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

**Voice Chat**

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

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

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

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

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

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

END USER LICENSE AGREEMENT
Last updated October 28th, 2008.
Ed français: http://www.lotro.com/support/policies/eula

Be sure to read and understand all of the rights and restrictions described in the current End User License Agreement (“EULA”). You cannot copy, use, access or play The Lord of the Rings Online™: Shadows of Angmar™ or The Lord of the Rings Online™: Mines of Moria™ unless or until you accept the terms of the current EULA.

This EULA is a legal agreement between the individual end user customer (“you”) and Turbine, Inc. (“Turbine.” “we” or “us”), a corporation organized under the laws of the State of Delaware, United States of America, for The Lord of the Rings Online™: Shadows of Angmar™ and/or The Lord of the Rings Online™: Mines of Moria™ (as applicable, subject to the payment of applicable software license and services fees, which includes the game’s client software, installer software, launcher software and download manager software) to be installed on your personal computer (the “Client”), printed materials, “online” or electronic documentation, and remote access to the Turbine (or its designee’s) server software and related online virtual world (the “Server”) for such game collectively, the “Game”). The software portions of the Client and Server are sometimes referred to in this Agreement and the Code of Conduct as the “Software.” The Game includes patches, updates and supplements, if any, to the original Software which we may from time to time provide or make available to you in our sole and absolute discretion. By accepting this EULA where indicated or installing, copying, using, accessing or playing the Game, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, you may return the Software and receive a refund of your purchase price, in which case you shall destroy all copies of the Game and related materials and not place its return policy for the applicable product.

The Game is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Game is licensed to you, not sold, pursuant to the terms and conditions of this EULA and the other documents referenced herein.

1. To play the Game, you must have (a) the Client which must be separately obtained and installed on your personal computer (which must conform to the minimum specification requirements determined by Turbine); (b) an online service subscription for access to the Server (or authorized free trial access) through Turbine or our authorized distributors or service providers; and (c) a suitable connection to the Internet (provided not by Turbine) to connect to the Server. You are responsible for all charges and costs you incur in order to access the Server and play the Game, including, without limitation, any subscription fees and charges for Internet and telecommunications connections.

2. Upon payment of any applicable license fees and online fees, this EULA grants you a non-exclusive, non-transferable, revocable, limited term license solely to use the Software to play the Game, subject to the terms and conditions of this EULA, the Code of Conduct (which is provided below and incorporated herein by this reference) and the Terms of Service (including the online subscription and payment terms) which is posted at http://www.lotro.com/support/policies/tos and incorporated herein by this reference. You may not modify, distribute, transmit, display, perform, reproduce (except for one archival and backup copy as permitted by applicable laws), publish, licensor, translate, create derivative works from, adapt, sub-license, sublicense, auction, rent, lease or otherwise transfer any part of the Software, the Software services, or any content, software, or data that is part of the Software. You may not use the Software, for a fee or on a pay-for-play basis, by means of sharing accounts with multiple users or otherwise. Notwithstanding the foregoing, if you are the proprietor of an Internet café or gaming room, you may operate the Software in a pay-for-play environment, provided that (i) all computers used have their own individual copy of validly licensed Software installed, such Software having been purchased at a retail store or other similar provider, and (ii) each end user player has a valid online services account for access to the Server or authorized free trial access) through Turbine or our authorized distributors or service providers, which is not shared by other players. In addition, you may not reverse engineer, decompile or disassemble any part of the Game. All rights not expressly granted are reserved by us.

We reserve the right to transfer or cease the operation of the Game at any time or to terminate your license to the Software and your access to the Game at any time, without notice or refund, for any reason whatsoever, including, without limitation, as a result of your breach of this EULA, the Code of Conduct, or the Terms of Service, if we are unable to verify or authenticate any information you provide to us, or if you discontinue offering the Game.

4. Turbine may amend this EULA, including the Terms of Service and the Code of Conduct, at any time in its sole discretion. Such amendments shall be effective upon your first use of the Game after Turbine makes them available for your review. Accordingly, we recommend that you review this EULA and the Terms of Service and Code of Conduct periodically.

5. To access the Game, you will be required to choose names for the characters you develop. Your character name may not be contrary to the Code of Conduct or Terms of Service and may not violate anyone’s rights. Certain character names may be banned by Turbine (or its licensees or licensors) from time to time. You acknowledge and agree that Turbine has the right, without any compensation or credit to you, to post and display your character name(s) and descriptions of your in-game activities within the Game and/or on Game-related websites and bulletin boards and in our marketing and publicity efforts for any reason, including, without limitation, in the event your access to the Game is suspended or terminated or if you have violated this EULA, the Terms of Service or the Code of Conduct or to describe your character’s adventures and experiences.

6. As part of your Game experience, you may be able to input language and upload content to the Game, our servers and similar areas which allow you to communicate with others in various forms, such as in the selections you make for playing the Game (for example, character names, in-game (text or voice) conversations, broadcast announcements, etc.) and in chat channels (text or voice), and to create and modify your user interface, characters, character names, game play and the like (collectively, the “Content”). Content created by you must not: (a) infringe any copyright, trademark, patent, trade secret or other proprietary right of any person or entity, (b) be obscene, indecent or violent any law or regulation, (c) defame, abuse, harass, threaten or otherwise violate the legal rights (such as rights of privacy and publicity) of others, (d) incite discrimination, hate or violence towards one person or a group because of their race,
1. You agree that we may communicate with you via the email address you provided in obtaining your subscriber account regarding any privacy you reside. To read Turbine’s Privacy Policy which forms part of this agreement, please go to www.lotro.com/support. This Limited Warranty is void if failure of the Disk has resulted from accident, abuse, or misapplication. Any replacement Disk will be likewise warranted for a period of thirty (30) days. Outside the United States, neither these remedies nor any product support services offered by Turbine are available without proof of purchase from an authorized international source. Except as expressly provided herein, the Game is made available to you under this EULA on an “AS-IS” basis with no warranty of any kind.

2. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW TURBINE AND ITS LICENSORS, DISTRIBUTORS AND SUPPLIERS DISCLAIM ALL WARRANTIES AND CONDITIONS, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, IMPLIED WARRANTIES OR CONDITIONS OF MERCHANTABILITY, QUALITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, AND NON-INFRINGEMENT, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OR REPRESENTATION THAT THE DISK, SOFTWARE AND THE GAME:

3. TURBINE DOES NOT WARRANT THAT ACCESS TO OR USE OF THE GAME WILL BE UNINTERRUPTED OR ERROR-FREE. THAT YOU WILL BE ABLE TO ACCESS THE GAME AT ANY TIME OR IN ANY GEOGRAPHIC AREA, OR THAT THE GAME WILL MEET ANY PARTICULAR CRITERIA OF PERFORMANCE OR QUALITY.

4. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL TURBINE OR ITS LICENSORS, DISTRIBUTORS OR SUPPLIERS (OR THEIR RESPECTIVE AFFILIATES) BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT, PUNITIVE OR CONSEQUENTIAL DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF PROFITS, INTERRUPTION OF SERVICE, LOSS OF INFORMATION, OR ANY OTHER FELONIOUS LOSS), INCLUDING, WITHOUT LIMITATION, LOSSES ARISING OUT OF OR IN CONNECTION WITH THE DISK, THE GAME, OR THE PROVISION OF OR FAILURE OR DELAY TO PROVIDE SERVER ACCESS OR RELATED SUPPORT SERVICES OR LOSS OR DAMAGE TO PLAYER CHARACTERS, VIRTUAL GOODS (E.G., ARMOR, POTIONS, WEAPONS, ETC.), POINTS OR CURRENCY, ACCOUNTS, STATISTICS, OR USER STANDINGS, RANKS, OR PROFILE INFORMATION STORED BY THE GAME, EVEN IF TURBINE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN ANY CASE, TURBINE’S (AND ITS LICENSORS’, DISTRIBUTORS’ AND SUPPLIERS’) ENTIRE LIABILITY, AND YOUR EXCLUSIVE REMEDY WHERE NO EXCLUSIVE REMEDY HAS BEEN PROVIDED, AND YOUR SOLE ALTERNATE REMEDY SHOULD ANY EXCLUSIVE REMEDY HEREUNDER FAIL OF ITS ESSENTIAL PURPOSE, UNDER ANY PROVISION OF THIS EULA SHALL BE LIMITED TO THE GREATER OF THE SUBSCRIPTION FEE FOR ONE MONTH OF ACCESS TO THE SERVER AND U.S.$ 5.00. BECAUSE SOME STATES AND JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY, THE ABOVE LIMITATION MAY NOT APPLY TO YOU.
32. You may not improperly use in-Game support or complaint buttons or make false reports to Turbine administrators.
31. You may not attempt to get a password, other account information, or other private information from a member or any other user of Game or related services.
30. You may not use, download or otherwise copy, or provide (whether or not for a fee) to a person or entity any directory of users of the Game or related services.
29. You may not distribute or publicly communicate any Game error, miscue or bug which gives an unintended advantage within the Game world. You may report bugs at lotrobugs@turbine.com.
28. You may not restrict or inhibit any other user from using and enjoying the Game or related services. For example, disrupting the flow of chat in chat rooms with vulgar language, abusiveness, hitting the return key repeatedly, inputting excessively large images so the screen goes by too fast to read, use of excessive SHOUTING (all caps) in an attempt to disturb other users, "spamming," or "scrolling" (continuous posting repetitive text), are prohibited.
27. You may not harvest other players or Turbine staff, including by way of example, but not limited to, threats, stalking or abuse of others.
26. You may not use, download or otherwise copy, or provide (whether or not for a fee) to a person or entity any directory of users of the Game or related services.
25. You may not post or upload files that contain viruses, Trojan horses, worms, time bombs, cancelbots, corrupted files or data, or any other similar software or programs that may damage the operation of the Game or other users' computer.
24. You may not defame, abuse, harass, stalk, threaten or otherwise violate the legal rights (such as rights of privacy and publicity) of others.
23. You may not post website links or URLs in the Game that point to content deemed by Turbine to be inappropriate, including, without limitation, any website links or URLs directing to other commercial products or services. You may not post website links or URLs to any materials (including software and other information) that could harm (or is designed to harm) other players' computers or would allow others to inappropriately access software or websites.
22. Although the Game is a role-playing game, you may not claim "role-playing" in defense of any violation of the Code of Conduct.
21. You may not use the Game and/or related services for illegal activities. Turbine is not responsible for anything you say (text or voice) in-game or in our chat rooms or forums, or for any consequences that arise from what you say. If you break the law, you alone will be responsible for the consequences.
20. You may not use in-Game support or complaint buttons or make false reports to Turbine administrators.
19. You may not harvest other players or Turbine staff, including by way of example, but not limited to, threats, stalking or abuse of others.
18. You may not create, post, use or distribute any utilities, emulators or other third party software tools without the express written permission of Turbine (including, without limitation, macroing programs, botting programs, server emulators, client hacks, map hacks, and data gathering utilities).
17. You will not exploit, distribute or publicly communicate any Game error, miscue or bug which gives an unintended advantage within the Game world. You may report bugs at lotrobugs@turbine.com.
16. You may not intentionally hide or falsify personal information that is deemed necessary for Game account or website account creation.
15. You may not upload or transmit copyrighted material to any aspect of the Game or related services without the express consent of the copyright holder.
14. You may not attempt to interfere with, hack into, or decipher any transmissions to or from the Game or related services.
13. You may not form or participate in groups whose ideology is based upon or resembles anti-religious, anti-ethnic, anti-sexual orientation, nationalistic, racist or sexist philosophies.
12. While participating in the Game, both in-Game and through the official Website, you will follow the instructions and guidelines of authorized Game support staff at all times.
11. You may not advertise the intention to, commit the act of, or facilitate the ability of others to commit the act of, unauthorized selling, buying, transferring or sharing of Game items.
10. You may not advertise the intention to, commit the act of, or facilitate the ability of others to commit the act of, unauthorized selling or buying of Game items for real-world monetary values or other consideration.
9. You may not impersonate any Game Support Staff member or other Turbine employee, past or present.
8. You may not violate any local, state, national, or international laws or regulations.
7. You may not market, promote, advertise, or solicit products or services within the Game or Game Website.
6. You may not falsify, delete or disable any copyright management information, such as author attributions, legal or other proper notices or proprietary designations or labels of the origin or source of software or other content.
5. You may not restrict or inhibit any other user from using and enjoying the Game or related services. For example, disrupting the flow of chat in chat rooms with vulgar language, abusiveness, hitting the return key repeatedly, inputting excessively large images so the screen goes by too fast to read, use of excessive SHOUTING (all caps) in an attempt to disturb other users, "spamming," or "scrolling" (continuous posting repetitive text), are prohibited.
4. While playing the Game or participating in related services, you may not exhibit or partake in behavior that is disruptive to the Game's normal playability, causes grief or alarm to other players, or degrades the service performance or other players' client software (for example, disrupting the flow of chat in chat rooms with vulgar language, abusiveness, hitting the return key repeatedly, inputting excessively large images so the screen goes by too fast to read, use of excessive SHOUTING (all caps) in an attempt to disturb other users, "spamming," or "scrolling" (continuous posting repetitive text), are prohibited).
3. You may not use or distribute sexually explicit, harmful, threatening, abusive, defamatory, obscene, hateful, racially or ethnically offensive language (including, by way of example, but not limited to, ethnic slurs and religious epithets), content, character names, titles, descriptions, or in-game labels (including, by way of example, but not limited to, offensive or inappropriate guild names, pet names and inscriptions).
2. You may not use or distribute sexually explicit, harmful, threatening, abusive, defamatory, obscene, hateful, racially or ethnically offensive language (including, by way of example, but not limited to, ethnic slurs and religious epithets), content, character names, titles, descriptions, or in-game labels (including, by way of example, but not limited to, offensive or inappropriate guild names, pet names and inscriptions).
1. While participating in the Game or on the Game Website you must respect the rights of others to play and enjoy the Game world as intended by Turbine.
0. You may not communicate any player's real-world information through the use of the Game Website, Game client or server software or any other means.