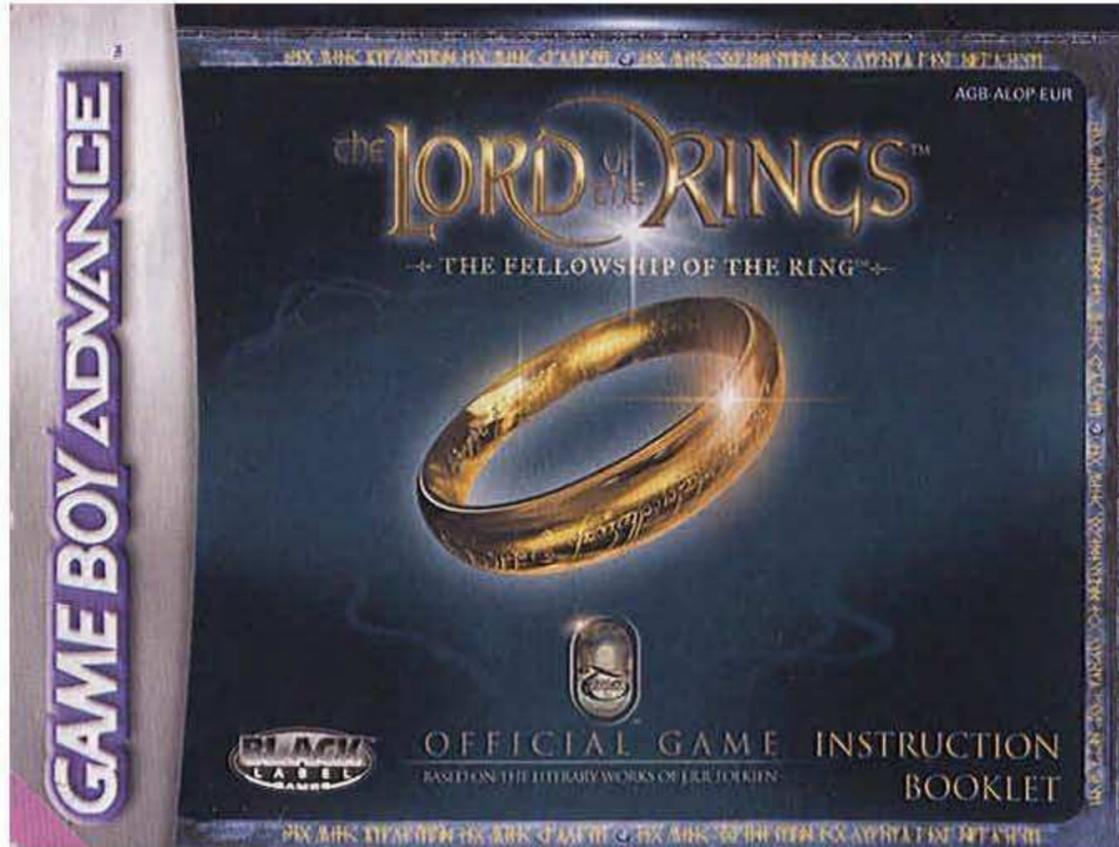


The Lord of the Rings – The Fellowship of the Ring



THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING TABLE OF CONTENTS

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BEGINNING THE JOURNEY

Insert the *Lord of the Rings: The Fellowship of the Ring* Game Pak into your Game Boy Advance™ and turn the power ON. Press START when the title screen appears. It may take a few second for the game to load the first time the Game Pak is being used.



START A NEW GAME

From the main game menu, first-time players select NEW GAME. If you have previously saved a game, saving after beginning a new game will overwrite your previous save file.

CONTINUING A GAME

If you have saved a game, select CONTINUE GAME, to continue from where you saved.

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THE CONTROLS



GAME COMMANDS

	REAL TIME	COMBAT	INVENTORY
+Control Pad	Move Character	Move Cursor	Move Cursor/Change Selection
A Button	Context-sensitive action	Select Choice/ Target	Select Item/Confirm Selection
B Button	Cancel Choice	Cancel Choice / Open Combat Option Menu	Cancel Choice
L Button	Open / Close Fellowship Select Menu	Not Used	Not Used
R Button	Open Inventory Menu	Not Used	Close Inventory Menu
SELECT	Not Used	Not Used	Not Used
START	Open/Close Pause/ Save Menu	Not Used	Close Inventory Menu

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THE PAUSE MENU
To pause at any time, press **START**. The Pause Menu will appear, which will allow you to save your current game or quit. To exit this menu, press **START** again.

OPTIONS
Before beginning your journey, you may select from the following **OPTIONS**:

- ※ *Music On/Off*: Toggle to turn music on or off.
- ※ *Music On/Off*: Toggle to turn sound effects on or off.
- ※ *Credits*: Watch the credits for the game.
- ※ *Erase Game Memory*: Delete current saved data.

All of these options can be changed by selecting **OPTIONS** in the Main Menu. However, the main game menu also contains the option **ERASE GAME MEMORY**. Select this option to delete all current saved games.

THE FELLOWSHIP
The Fellowship will grow as you meet more people on your travels. However, when Frodo begins his journey, he knows only a few people who can help him on his way.

FRODO BAGGINS (HOBBIT)
Frodo, the heir of Bilbo, has spent his life in the Shire and does not wish to leave it. But the Ring is his responsibility and he must strive to combat the evil that menaces the Shire and the rest of Middle-earth. He is the Ringbearer.



SAMWISE GAMGEE (HOBBIT)
Sam, Frodo's gardener and loyal friend, is the son of the Gaffer, Hamfast Gamgee. Sam is not conventionally smart, but he thinks with his heart, which never fails him.



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PEREGRIN "PIPPIN" TOOK (HOBBIT)
Pippin is young, a bit foolish, and impulsive in his actions. He is the son of the Thain of the Shire, a member of the Hobbit aristocracy. Although he does not have Merry's noble bearing, he has a good heart.



GANDALF (WIZARD)
Gandalf looks like a wise, old man, yet moves as if he were much younger. He convinced Bilbo to journey beyond the Shire—resulting in Bilbo's discovery of the One Ring—and does the same for Frodo once he learns the true nature of the Ring.

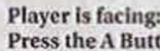


MERIADOC "MERRY" BRANDYBUCK (HOBBIT)
Merry, the son of the Master of Buckland, is one of Frodo's two best friends (along with Pippin). His noble bearing betrays his aristocratic lineage.



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A GUIDE TO TRAVELING THROUGH MIDDLE-EARTH
Just walk up to an object or a person until you are directly in front of it, and if you can interact with it, an icon will appear over it. Then, simply press the **A** Button to do any of the following:

-  **Player is facing:**
Press the **A** Button
-  **A friendly or neutral character:**
Start a conversation
-  **An item:**
Pick up

EXPLORATION
As you embark on your journey, you will see many paths before you. Be sure to explore them as they could provide you with useful items and information.

SAVING THE GAME
If at any time during your travels you wish to save your progress, simply access the Pause Menu by pressing **START** and select **SAVE GAME**. You may continue this game later by choosing **CONTINUE GAME** from the Main Menu.

INVENTORY MENU
After opening the Inventory Menu, you will notice that there are two types of inventory: Equipped and General. You can move freely between these different types of inventory by simply using the **+Control Pad**. To change the currently selected character, select the portrait of the current Fellowship member to bring up the Fellowship Select Menu.

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GENERAL INVENTORY



Character Status Window
Health Stat
Character Name
Character Portrait
Skill Stat
Equipped Inventory: Action Slot 1 Action Slot 2 Head Body Legs/Feet
General Inventory

Using the cursor, you can highlight the item that you wish to use, give, drop or equip. To select an item, simply press the **A** Button. This will bring up a menu relevant to the use of the item.

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Only choices that are relevant to the use of the item will be selectable. The item menu choices work as follow:

- ❖ **Use:** If you are close to the location where you wish to use the item, the item will be used.
- ❖ **Give:** Choosing this item will bring up the Fellowship Select menu. Select the Fellowship member to whom you wish to give the item.
- ❖ **Drop:** This option will drop the item directly where you stand.
- ❖ **Equip:** If the item can be worn or equipped, this option will place the item in the appropriate Equipped Inventory slot.

EQUIPPED INVENTORY
These inventory slots show all the items you are currently using or wearing. Many items will equip automatically if the appropriate slot is unoccupied. For instance, if you pick up a sword and one of your action slots is open, it will automatically be placed in that slot.

There are five areas on each character that can be equipped:

- ❖ **Action Slots (2):** These two areas can be seen on the far left of the equipped inventory. These special slots are reserved for items usually held in the hands (e.g., weapons, shields), as well as items that may be used on the spur of the moment (such as magical items).
- ❖ **Head:** For helmets, masks, or anything similar
- ❖ **Body:** For clothes, armor, and the like
- ❖ **Feet/Legs:** For boots, shoes, and similar items

CHARACTER STATUS
This shows a character's status. As you progress through the game, your character's stats will increase. This area of the Inventory Menu will keep you informed of what your character's current stats and abilities are.

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SKILL AND HEALTH
Each character has two main stats:

- ❖ **Skill:** ability to hit enemy in combat
- ❖ **Health:** amount of damage a character can take before becoming unconscious; each character has a maximum health and a current health

BATTLING ENEMIES
The game switches to Combat Mode when you encounter a hostile enemy. As soon as the battle begins, action will stop and all enemies and Fellowship members will remain where they are. You will then enter turn-based combat.

COMBAT MODE
Combat Mode is turn based. During each turn, you will be able to determine the actions the Fellowship needs to take to defeat its enemies. It is important to remember that in order to attack, a character must be armed with a weapon...any weapon. When a Fellowship member takes a turn, he may perform a variety of actions.

ATTACKING THE ENEMY
During a turn, you can attack any enemy you wish. First, choose the weapon you wish to use (equipped in either of the action slots). Then, to attack the closest enemy, simply press the A Button again without moving the cursor. If you wish to attack a different enemy, then move the cursor manually over the enemy you wish to attack.

HEALING DURING COMBAT
You may use a health items from your General Inventory during a combat turn. To do this, choose the health item you want to use on a character and place it on top of him. To select the closest hurt character, simply press the A Button again once the item is selected, without moving the cursor.

If a Fellowship member wishes to escape battle or simply pass his turn, press the B Button during his turn to open the Combat Options menu. After each member of the Fellowship has taken a turn or passed, the enemy will then take his turn. Combat is resolved when either all enemies or all Fellowship members have been defeated.

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WHEN A CHARACTER'S HEALTH REACHES ZERO
If a character's hit points reach zero during a battle, he will fall unconscious. In this state, he will be impervious to enemy attack.

The character will revive a few seconds after the battle with zero hit points. He will need to be healed through elixirs, food, etc., before he will gain back his previous level of health. If all characters of the Fellowship are rendered unconscious during a battle, the game will end.

ITEMS
When traveling through Middle-earth, you will find items that will prove useful in your journey.

WEAPONS
There is vast array of weapons in Middle-earth, from the most mundane to magical swords and other weapons of immense power.

Weapon	Usable by
Hobbit Stick	FR, SA, PI, ME, AR
Dagger	FR, SA, PI, ME, AR, GA, LE, BO
Sword	AR, GA, LE, BO
Bow	AR, LE
Axe	GI
Sling	FR, SA, PI, ME

(NOTE: FR=Frodo, SA=Sam, PI=Pippin, ME=Merry, AR=Aragorn, GA=Gandalf, LE=Legolas, GI=Gimli, BO=Boromir)



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ARMOR
In Middle-earth there is armor of all types, many of which have an adverse effect on a character's ability to sneak effectively.

Armor	Usable by
Leather Armor	AR, LE, BO
Small Leather Armor	FR, SA, PI, ME, GI
Chain Mail	AR, LE, BO
Small Chain Mail	FR, SA, PI, ME, GI
Normal Shield	AR, LE, BO
Small Shield	FR, SA, PI, ME, GI
Helmet	AR, LE, BO
Small Helmet	FR, SA, PI, ME, GI

(NOTE: FR=Frodo, SA=Sam, PI=Pippin, ME=Merry, AR=Aragorn, GA=Gandalf, LE=Legolas, GI=Gimli, BO=Boromir)

ENEMIES
During your journey, you will encounter enemies who may try to kill you:

ORCS
Orcs resemble Elves that have been twisted and distorted. There are many breeds of Orcs, some as small as Hobbits and others larger than humans.

TROLLS
Trolls are very large and have vicious tempers. Of low intelligence, they do not build or create. They are a distortion of the Ents, much like the Orcs, who are distorted Elves.

RINGWRAITHS
The Ringwraiths are nine human kings that have been turned into undead spirits. Slaves to the will of Sauron, they instill fear in the living.



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