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Please retain our address for future reference.

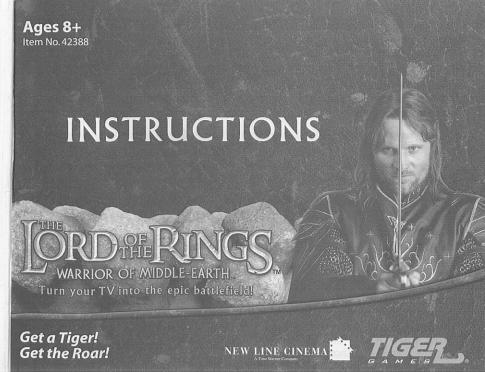




PROOF OF PURCHASE LORD OF THE RINGS* WARRIOR OF MIDDLE-EARTH



423880000IWHB-02



GAME SETUP

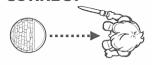
IMPORTANT:

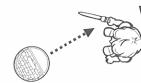
Failure to align the turret correctly may result in the game not functioning properly.

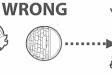
To play the game properly, you must stand directly in front of the "electronic eye". Make sure the "electronic eye" is facing toward the player and the player with the sword is facing towards the "electronic eye".



CORRECT







Place the castle turret in an appropriate place either on top of the center of the TV, in front of the TV, or on the side of the TV. Ideally the castle turret should be approximately at chest height.

CORRECT









The game will calibrate the "electronic eye" based on the turret's location (this is explained in the instructions). It should also be no more than two inches from the front edge of the surface it is on.

Swing your powerful sword, and step bravely into the mysterious land of Middle-earth. You'll meet many friends on your journey - and dozens of dangerous foes! Slash quickly and cleverly to fend off attackers and defeat opponents!

REQUIREMENTS



TV, VCR or DVD Player with AV input. RF adapter required if TV has no AV input. Or, you may use the AV input on a VCR or DVD player that's connected to your TV.

• IMPORTANT



 If the game malfunctions or "locks up", you can RESET the unit by sliding the ON/OFF switch to OFF, and then back to the ON position.

INSTALL BATTERIES IN CASTLE TURRET

Requires 4 AA or LR6 alkaline batteries (not included). Phillips/cross head screwdriver (not included) need to install batteries in castle turret.

To install the batteries, do the following:

- 1. Use a Phillips head screwdriver to loosen the screw on the battery compartment door (as shown at right) and open the door.
- 2. Insert 4 new "AA" or LR6 size batteries, making sure to align "+" and "-" as shown.



3. Replace the battery compartment door and tighten the screw.

Note: You may also purchase an AC to DC power adapter at any electronics store. It should be DC 6V, 300mA or above, and center positive. ⊕ ⊕ For example, Radio Shack adapter P/N: 273-I758, with accessory tip B, P/N: 273-I705. Please note this example is provided for information and convenience only. Hasbro does not have control over availability or specifications of other manufacturer's products.

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CAUTION: TO AVOID BATTERY LEAKAGE

- 1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instruction;
- 2. Do not mix old batteries and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
- 3. Always remove weak or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

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CAUTION:

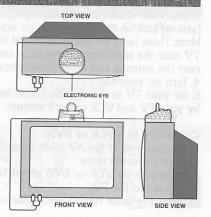
- 1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and polarity markings.
- 2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
- 3. Remove exhausted or dead batteries from the product.
- 4. Remove batteries if product is not to be played with for a long time.
- 5. Do not short circuit the supply terminals.
- 6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and reinserting batteries) if necessary.

7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

SET UP CASTLE TURRET

1. Place the castle turret on top of your TV set as shown below. Make sure the "electronic eye" is facing forward. Ideally, the castle turret should be approximately at chest height. The game will calibrate the "electronic eye" based on the turret's location. (this is explained later in the instructions) It should also be no more than 2 inches from the front edge of the TV or surface that it is on. (as shown at right)

Note: If the castle turret cannot be placed on top of the TV, make sure it is no more than 6 inches to either side of the TV.



2. Make sure there are no obstructions between you and the TV screen (as well as the "electronic eye" on the castle turret).

CONNECT CASTLE TURRET CABLE

Connecting to a TV.

- 1. Plug the end of the AV cable shown into the back of the castle turret.
- 2. Insert the castle turrer's white plug into the left (white) audio-in iack on the TV.
- 3. Insert the castle turret's yellow plug into the video (yellow) jack on the TV.

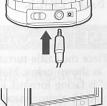
Note: These jacks are normally found on the front of the TV near the adjustment controls, or on the back of the TV near the antenna and cable connections.

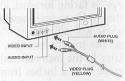
4. Turn on your TV.

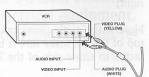
5. Set your TV to the channel/video input mode directed by your TV and VCR owner's manual.

Connecting to a VCR or DVD.

- 1. Plug the end of the AV cable shown above into the back of the castle turret
- 2. Make sure the VCR or DVD player is properly connected to the TV.
- 3. Insert the castle turret's white plug into the left







(white) audio-in jack on the VCR or DVD player.

4. Insert the castle turret's yellow plug into the video (yellow) jack on the VCR or DVD player.

5. Turn on your TV and VCR or DVD.

6. Set your TV, VCR or DVD player to the channel/video input mode directed by your TV, VCR or DVD player owner's manual.

See Troubleshooting Guide at end of Instructions if necessary.

USE SWORD WITH CARE

Aragorn's sword interacts with the electronic eye on the castle turret. Once the game begins, swinging the sword in different directions results in a variety of electronic "slash marks" on the TV screen.

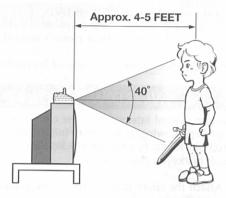
 Attach the safety strap on the sword handle to your wrist as shown.

 Make sure that there are no obstructions or people within swinging distance of your sword.
 Do not hit the TV or other people with your sword.



Stand directly in front of your TV, approximately 4-5 feet back from the screen during gameplay.

Note: Do not stand further than 5 feet from TV during play, as this is the maximum distance for optimal performance of the game unit.



O HOW TO PLAY

Object of the Game: Journey through Middle-earth_{TM}, defeat evil creatures and learn new sword moves along the way. Complete one stage and then move on to the next stage.

- 1. Slide the ON/OFF switch on the back of castle turret to ON.
- 2. After the legal information screens come up on screen, The Lord of the Rings main screen will appear. Swing your sword across the screen to begin.

IMPORTANT: All selections are made by a sword slash or by moving the sword icon around the screen. In the lower portion of the screen you will sometimes see arrow symbols as described below.



2 Sword Icon

Move this icon around the screen by moving your sword around in front of the TV.

[\|]

When the down arrow box appears, you may swing your sword vertically to make the selection beside it.

$[\longleftrightarrow]$

When the sideways arrows box appears, you may swing your sword horizontally to make the selection beside it.

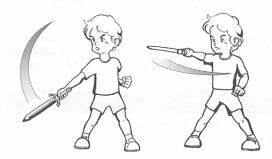
3. **NEW GAME OR RESUME GAME:** The game will prompt you to either start a new game or continue a game that you have already started and saved. Do this by moving the sword icon onto your selection and then making a vertical slash with your sword.

New Game: If New Game is selected the game will prompt you to create a new player profile. Follow the screen prompts to enter your name into the game so that you can save your progress once you begin.

Resume Game: If Resume Game is selected the game will prompt you to select an existing saved game. You will begin at the start of the last completed stage.

- 4. SWORD SWINGS AND CALIBRATION: The first time you play, the only item accessible on the Main Menu is Sword Calibration. Here is where the castle turret's magic eye will calibrate the swing of your sword both horizontally and vertically. To begin, stand directly in front of your TV, approximately 4-5 feet back from the screen. Do the following:
- Choose the Sword Calibration menu by slashing your sword through it.
- When the calibration screen appears, slash your sword vertically as shown on page 11. This should immediately show on the TV screen. If not, try again.

 Then slash your sword horizontally as shown below. This should immediately show on the TV screen. If not, try again.



 Now turn your sword so that the broad part of the blade is facing the TV screen as shown below. This is a BLOCK MOVE, which defends enemy attacks. You will see a translucent image of the sword on the screen when your sword is held in this position.



When calibration is complete, you will have the option to either calibrate again or proceed to the game.

Note: If you do not see the above-mentioned actions on the screen you should calibrate again.

5. **PAUSING THE GAME:** To pause the game at any time during play hold the sword in the block position (described above) and move to within 16 inches of the "electronic eye" on the castle turret. Game will pause and then give you the option of resuming or quitting.

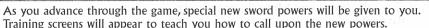
STAGES



The game is broken down into 8 stages that follow your journey across Middle-earth..... See below:

- Stage 1 The Ringwraiths
- Stage 2 The Ring goes South
- Stage 3 The Mines of Moria
- Stage 4 Amon Hen
- Stage 5 The Road to Helm's Deep
- Stage 6 The Paths of the Dead
- Stage 7 The Battle of Pelennor Fields
- Stage 8 Mordor

SPECIAL SWORD MOVES



Note: After receiving special sword powers, the following sword slashes must be performed in EXACT sequence described below to call upon them.

The Fire of Arnor

Hold sword in a vertical block position and move right to left across the screen. Then slash horizontally to the right.

The Axe of Durin

Slash diagonally from upper right to the lower left. Slash diagonally from upper left to the lower right. Slash in any direction.

The Sword of Gondor

Hold sword in a horizontal block position and move vertically (bottom to top) across the screen.

Then slash vertically from top to bottom.

The Arrow of Valar

Slash diagonally from upper left to the lower right. Slash diagonally from lower left to the upper right.

Then slash vertically from top to bottom.

Command of the Dead

Slash horizontally from left to right.

Slash diagonally from upper right to the lower left.

Slash horizontally from left to right.

Then slash vertically from bottom to top.

O LIFE ENERGY

Power bars shown at the top of the screen keep track of various energy levels.



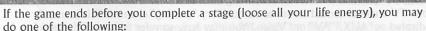
This red bar indicates your energy level. When it is empty, the game is over. You may earn extra life energy by slashing your sword though life power-ups that appear when certain enemies are defeated. Watch for them!



This blue bar indicates the energy level of special sword powers you have acquired. When the bar is empty, your special powers stop working. All special powers that you have attained are measured by this power bar.

This red bar indicates the energy level of certain powerful enemies. Your opponent has not been defeated until the bar is empty.

• GAME OVER



- Turn off the game. (or)
- Resume play at the beginning of the stage that you failed to complete.
 Note: You can go back and play any stage that you have previously completed as well.

• AUTOMATIC SHUT OFF

Your game will shut off automatically after ten minutes of non-use. The unit will then need to be turned off and on again to continue play.

• TROUBLESHOOTING GUIDE

If you do not see the legal screens and then the main title screen after turning the unit on:

• Check Plugs and Jacks - Make sure that the video and audio plugs are inserted

into the correct jacks on your TV,VCR or DVD player. Make sure that the TV is plugged in and turned on.

 Check Batteries - Make sure the batteries in the castle turret are fresh and properly installed.

Check TV Channel

Your TV channel should be set to its auxiliary "gaming" channel. This is usually indicated as "AUX," "AV" or "Video." You may have to refer to your TV owner's manual to determine this.

To locate your auxiliary channel, (usually one of the following channels: 2, 1, 0, 00, or 99), click down from channel 3 until "Line I" or "Line 2," "Video I" or "Video 2," "Front," "Aux," "AV" etc. appears on the screen. Then press the ON button on the marker gun. If you are on the right channel, the game should come on. If this does not work, take a look at your TV remote. There may be a button on it that takes you to the correct channel. Look for a button labeled "Input," "AUX," "AV," "Line," "TV/Video," or "Video." If your remote has one of these buttons, turn your TV to Channel 3 and then hit that button. Then press the ON button on the marker gun. The game should come on.

Check VCR / DVD Player Connection

Your VCR / DVD player should be set to "AUX," "AV" or "Video." You may have to refer to your VCR owner's manual to determine this.

No Picture: Try putting a videotape into your VCR, let it start to play, and then hit STOP. This may give you a blue screen background. Then click down to the auxiliary channel on your TV.

If you do not get a blue screen, see if your TV and/or VCR has a main menu with an option for a blue screen background. If you go into the main menu, you can usually change from "cable" to "video" and get a blue screen.

If you have an older TV, you may find a "hidden door" on the TV that has color, picture, horizontal, vertical, and cable, antennae buttons. If your TV does have these, press the antennae/cable button to get a blue screen.

• MAINTENANCE

- · Handle the game carefully,
- · Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the game.

• DEFECTS OR DAMAGE

If your game has been damaged or something has been left out, DO NOT RETURN IT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at: Hasbro Inc.
PO Box 200,
Pawtucket, RI 02862 USA.

In your note, mention the name of your game, its model number, and tell us briefly what the problem is. Also include sales slip, date, date of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Hasbro Inc. warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or

replaced (at Hasbro's option) for a service fee of U.S. \$14.50. Payments must be by check or money order payable to Hasbro Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to: Hasbro Inc.
Consumer Returns A-847
IO27 Newport Ave.
Pawtucket, RI 02862 USA.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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FCC NOTICE

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee

that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can determined by turning the equipment of and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit to which the receiver is needed.
 Consult the dealer or an experienced radio/TV technician for help

consult the dealer of an experienced facility is technician for field

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

• UK CONSUMER INFORMATION

PLEASE RETAIN THIS INFORMATION FOR FUTURE REFERENCE.
Should you have any difficulty operating this product, please write to us at:

Hasbro UK Ltd Hasbro Consumer Affairs PO BOX 43, Caswell Way, Newport, Wales, NPI9 4YD

or telephone our Helpline on OO 800 2242 7276

CLASS 1 LED PRODUCT