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I. VERSION HISTORY (v/e)

- ~~~~~
- v1.12 (04/30/04) Changed this formatting on the skills. It took me a while, so you better like it!
 - v1.11 (04/24/04) More modifiers and whatnot.
 - v1.10 (04/13/04) Two new things added today, the subsections "Iron Neckwear- Why It's So Special" and "Valuable Modifiers".
 - v1.05 (04/02/04) Miscellaneous things
 - v1.04 (03/17/04) Woot for updates!
 - v1.03 (03/05/04) Formatting and Fangorn. I promise I'll find a good strategy for this accursed forest.
 - v1.02 (02/29/04) Ugg...more formatting stuff.
 - v1.01 (02/28/04) Added some stuff to the modifiers list
 - v1.00 (02/20/04) Proofreading etc. All that fun stuff.
 - v.99b (02/06/04) Minor spelling errors corrected
 - v.99 (02/03/04) Fixed the map which was formatted wrong
 - v.98 (01/30/04) Submitted to GameFAQS, the FAQ is practically finished, only Fangorn is left to do
 - v.96 (01/27/04) Started attribute section
 - v.95 (01/26/03) Finished Helm's Deep, Money Making, done with skills
 - v.85 (01/25/04) Helm's Deep ASCII map
 - v.83 (01/24/04) Finished Moria, Started Helm's Deep
 - v.80 (01/22/04) Weathertop, started Moria
 - v.79 (01/20/04) A little bit in almost every section
 - v.77 (01/19/04) Passive skill notes, added some multiplayer stuff, other things

- v.72 (01/17/04) Finished MLRs for Active Smeagol, did some of the MLRs for Passive
- v.70 (01/16/04) Mixture Smeagol, Everything Else Section, more MLR/skills
- v.60 (01/13/04) More skills (mostly the notes and MLR), more Active Smeagol notes
- v.50 (01/12/04) Attempted to do the Active and Passive Smeagol Sections
- v.45 (01/11/04) Worked on Section III, along with some skills
- v.40 (01/10/04) Started the FAQ, finished the ASCII Art, Section I-III complete for now, started the skills.

II. INTRODUCTION (i/n)

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Welcome to the Smeagol FAQ, which is also my first attempt at writing a guide! The point of this guide is to help you, the player, take Smeagol, who is arguably one of the weakest characters in the game, and turn him into an Orc eating machine. This FAQ was made for The Lord of the Rings: Return of the King GBA Game, made by Griptonite Games and published by EA Games.

Like I said above, this guide should be used to perfect the character Smeagol. Let's face it, Smeagol is meant to be a challenge. The people who made the game gave him numerous downsides in an attempt to deter people from playing with him. I mean, he doesn't have a quest, he can't equip any items, and when you look at him, the term "warrior" doesn't exactly come to mind. It will take a ton of diligence and patience just to get Smeagol to level 20, let alone 52. However, despite all of his faults, Smeagol is still one of my favorite characters to play with. And by the time you finish reading this guide he will be a favorite of yours also (hopefully).

As mentioned above, this is also my first attempt at a guide. You'll have to bear with me, because this FAQ is sure to have lots and lots of mistakes until I finally learn what the heck I'm doing. On that note, let's move on to the actual FAQ...

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III. SMEAGOL FREQUENTLY ASKED QUESTIONS (s/m)

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Pretty self explanatory what's here, that would be frequently asked questions that pertain to Smeagol! That being said let us start the questioning:

Q: Who is Smeagol?

A: Smeagol is one of the many characters in J.R.R. Tolkien's masterpiece, "The Lord of the Rings". He is best known as the character who guides Frodo and Sam through Mordor. For a more complete answer, go read the books or watch the movies of the same name.

Q: Ok, we know who Smeagol is, but who is this Gollum character?

A: Smeagol and Gollum are the same person. Smeagol was his name before he was corrupted by the One Ring. After that, he became known as Gollum because of the noise that he made. Frodo, who is more sympathetic towards Smeagol,

insists on calling him his real given name, while Sam, the less trusting one, calls him Gollum.

Q: How come I can't find Smeagol? I try to start a quest with him and he isn't there!!

A: First, you must unlock Smeagol by beating the game with any two of the staring characters (Frodo, Legolas, Aragorn, Eowyn, Gandalf and Gimli). After beating the game, go to bonus maps, and with an EMPTY SAVE SLOT keep scrolling until you can play as Smeagol.

Q: I can't equip any items to Smeagol; can he wear any of the items that he finds?

A: Nope, Smeagol can't equip anything, thus making him a challenging character.

Q: What about Orc Heads, those affect his courage stats right?

A: Wrong. Orc Heads do absolutely nothing for Smeagol. Good news is that Orc Drums (-5 Accuracy, sells for 500 gems) don't affect Smeagol either!

Q: But whetstones effect him, right?

A: I'm pretty sure that they do, because whetstones add to your character's damage, not the damage that your weapons dish out.

Q: So, I played a bonus map with him and then saved the game under the save slot. But when I select "Load Game" and try to pick him the game makes some weird noise and I can't select Smeagol! Help!!

A: You can only play Smeagol under the bonus maps or multiplayer, sorry.

Q: So there is no level for Smeagol called "Anduin River: Anduin Banks"?

A: That is correct; there isn't a playable level for Smeagol of that name.

Q: Why doesn't Smeagol have his own quest?

A: Because the people who made the game decided that he would be a bonus character instead. Besides, how weird would a quest be if the goal was to take the Ring?

Q: Why is Smeagol so scary looking?

A: All hobbits are scary. Have you looked at Frodo recently?

IV. PLAYING THE GAME (p/1)

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Playing in Bonus Maps

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As mentioned in the Smeagol Frequently Asked Questions section, one of the few places that you can play Smeagol in are the bonus maps. The four bonus maps in the game are: The Mines of Moria, Helm's Deep, Fangorn Forest, and Weathertop. Here's how to unlock the bonus maps:

1. Mines of Moria- Kill at least 2,000 enemies with one character
2. Helm's Deep- Complete the game with one character
3. Fangorn Forest- Complete the game with ALL six characters
4. Weathertop- Collect all eight artifacts

The bonus maps will serve as Smeagol's "quest". If you're thinking to yourself, "Well, this shouldn't be very challenging because the bonus maps are so short!" then might I suggest beginning a bonus map with Smeagol and then you will see how difficult it can be. For map strategies, see the section entitled "Statistics and Strategies". For any other bonus map information, for example, the location of the eight artifacts, please see another FAQ at www.gamefaqs.com.

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Multiplayer
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Not much to say about this. All you need to know is that Smeagol, along with the other bonus map character, Sam, is available to play in Multiplayer, should you feel inclined to use him. If you're playing on Grueling make sure that you are playing with a friend you trust, because friendly fire is on! And odds are, unless your Smeagol is extremely good, or your friend's character sucks, you'll lose in a one-on-one battle.

V. STATISTICS AND STRATEGIES (s/t)

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Every player needs a strategy for their character in order to be successful. Smeagol is no exception to this rule, although his strategy will be drastically different, as he cannot equip any items, and Orc Heads don't affect him. Therefore, you are relying on Smeagol's active and passive skills to turn Smeagol into the warrior that he can become.

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Smeagol Strategies  
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There are three different types of Smeagols that you can build, as is the case for most characters. They are Passive Smeagol, Active Smeagol, and a Mixture Smeagol. Below are the pros and cons for each of the three types of Smeagols.

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Your First Kill  
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Ok, I lied. First we have to talk about getting your first kill as Smeagol. No matter what type of Smeagol you decide to use you're helpless if you can't kill anything. And unlike the other characters in the game, you don't get your first kill for free from one of the computer's characters. So here's what you do. First select the bonus map Moria, as it's the easiest to play (for more information see the Bonus Maps Strategies later on in this section). Go straight down and then left until you see a large pillar. Now go near the pillar and up until you trigger the Orcs coming down the pillar. Once they're reached the ground, draw one out from the group by running away, and then turn around really fast and just start pushing the "B" button like there's no tomorrow! Pretty soon it should die, and you've got your first kill!

Don't worry if that was a bit of a struggle because the first kill is the hardest. Ok, I lied again. The next kill is tougher because if you die you now have something to lose (experience and gems if you have any). But do not fear! Simply save your game but don't quit, then use the same strategy to kill a second Orc. If you die, just turn off the game and turn it on again. Repeat this process until you feel you can go on playing like a normal character would.

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Passive Smeagol  
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Passive Smeagol is just what he sounds like. He uses his passive skills to survive. Passive skills are the skills on the left hand side of the skill screen. They are skills that are in effect all of the time. A Passive Smeagol is recommended for the average player who wants to develop Smeagol to a point where he's a pretty good character, but doesn't want to go all the way to level 52 (the maximum level). He is one of the easier Smeagol types to build. A maxed Passive Smeagol would only need 41 skill points, and a minimum level of 23. Neither is that difficult to achieve. For the former, by the time you are at level 23, you would have only have had to bought 18 skill points, which is pretty cheap considering every item that you pick up you sell. As for the latter, the more difficult of the two, level 23 may seem far off, but using slick bonus map strategies you can accomplish that goal easily (see the Bonus Map Strategies section).

So what are the pros of a Passive Smeagol? We've already mentioned in the above paragraph that it's pretty easy to have a maxed Passive Smeagol. Not only that, but Smeagol's maxed skills are definitely some of the better ones in the game (take a look at some of the other character's passive skills). Third, you're going to have trouble playing as Smeagol without using any of his passive skills. Fourth, no need for spirit points, which means no need to waste your precious attribute points on courage. And fifth, the very nature of passive skills, which is that they're always in effect.

Now, the cons of playing as Passive Smeagol. The first is you have nothing to take out enemies from a long distance. An active skill like Rock Throw is useful in taking out archers from a distance, instead of having to run up to them, taking damage as you go (and at 10 missile armor, that's not good). Second, you don't get any instant power ups if you're fighting a particularly difficult enemy. The Active Skill "Gollum" is a good example of an instant power up (+5 Strength, Accuracy, Defense/Level, 80 Spirit). Third, while playing as a Passive Smeagol the only attacks that you have are your physical attacks, which could get boring after a while.

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Active Smeagol  
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Active Smeagol uses his active skills...imagine that. Active skills are the skills on the right hand side of the skill screen. These are the skills that are in the shape of an upside down pyramid. Active skills are ones that use the "A" button, and use Spirit Points. Active skills for Smeagol can be power ups, actual attacks, or distractions, among other things. These skills are only in effect for a short time, though you can use them repeatedly, as your Spirit Points replenish. Beware! You must watch your Spirit Points Meter, because without them, an Active Smeagol is in serious trouble. A maxed Active Smeagol would be in the normal-harder range as far as building the character goes. Although it should be said that maxing an Active Smeagol

requires less "work" than a maxed Passive Smeagol, it might require more time. Read on to see why:

The first pro to Active Smeagol is he can use the cool active attacks that can take out enemies from a distance, and distract them (and other nifty skills), giving Smeagol an advantage. Second, you wouldn't need to use attribute points on strength and accuracy, since you'll be using your active skills. The last pro of playing with Active Smeagol is how quickly he can be maxed. There are only six active skills, and one of them (Herbal Healing) is already maxed. This means that you only need to be level 20 and have bought a measly 5 skill points (this is assuming that you're not using any of your skill points on passive skills). So you might be saying, "Well why would a maxed Active Smeagol require more time than a maxed passive?" Prepare to become enlightened, by reading on.

One major con of Active Smeagol, is exactly what his name implies, he doesn't use passive skills! This makes things considerably harder for you, because you'll have no missile/melee armor, no dodge, and little speed for starters. The first levels of the game will be extremely difficult without these passive skills, since your courage is low enough already. This leads us to our second con, the aforementioned fact that there will be a time when Smeagol's active skills won't work, as he will have no Spirit Points to use them. Again, the first levels will present a problem; many times they will end in your death.

I should mention that if you are planning on using Active Smeagol, you should use the Quick Skill Select System, so you can switch between skills easily. To do this, go to the Option's Menu and then turn the Quick Skill Option to "On". Then simply assign an active skill to a button. The buttons that you can assign them to are "A", "B", and the "R" buttons. Thanks to Horklump for the following information on changing quick skills, and removing quick skills that you no longer need:

"Changing Quick skills: Highlight an active skill and press SELECT. Pressing SELECT again while the same skill is highlighted will cycle which button it's assigned to.

With Quick skill turned OFF, highlighting an active skill and pressing SELECT will remove it from the normal queue cycle. This is great if you've put points into a skill that you no longer use, but you are using more than three active skills regularly."

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Mixture Smeagol  
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Mixture Smeagol is in most people's opinions the easiest to play as. This Smeagol build uses a mixture of passive and active skills (bet you didn't see that one coming!). The above descriptions of the Passive and Active Smeagols were geared towards the average player's wants, which was usually playing with a character into they are in there mid 20's (by then both of the different types of Smeagols should have their skills maxed). Therefore, the average Active Smeagol player will have an interesting mixture between maxed active and passive skills, while some skills will be left completely untouched. For the EXTREME Mixture Smeagol Player, they could max every skill, both passive and active.

The first pro to a Mixture Smeagol is it combines the best of both worlds, creating a very powerful, balanced character. The last pro of Mixture Smeagol is that it cancels out the other two types of Smeagols' weaknesses.

That probably didn't make much sense, so here's an example: Most of Passive Smeagols' weaknesses are because he doesn't use active skills; the same goes for Active Smeagol. So Mixture Smeagol shouldn't have any cons...right?

Unfortunately, Mixture Smeagol comes with its own set of weaknesses. One is that you can't use all of the cool, pretty, skills, instead you have to rely on the most important ones (this could be a pro or a con; sometimes I like to use skills that do absolutely nothing just because they look cool). Second, you'll never have the satisfaction of having both passive and active skills maxed, unless you plan to go all the way to level 52. Third, if you're really bad with buttons, Mixture Smeagol might take a little getting used to (although it's only 2 more buttons; see the Quick Skilling paragraph in the Active Smeagol section). And finally, you'll have to raise the five attribute statistics (Accuracy, Courage, Defense, Health, and Strength) somewhat equally; as opposed to if you were doing Passive Smeagol you could neglect Courage.

The skills that you use for Mixture Smeagol are up to your own discretion. In the "Skills of Smeagol" section I have made notes on which passive and active skills I believe are the most important, but ultimately you have to choose how much time you want to spend with Smeagol, and if you will distribute your skills equally to both passive and active skills, or favor one over the other. It's your decision.

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#### Five Attribute Statistics (f/i)

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The five attribute statistics are the stats that are on the same screen that shows your level, experience, gems, enemies slain, etc. These five statistics are: Strength, Accuracy, Health, Defense, and Courage. In this section, you'll find a brief explanation of what these stats do, as well as suggestions as to where to spend your attribute points.

Personally, I like to raise the stats Strength, Accuracy, and Defense, relatively equally, while putting a few points every so often into Health and Courage. This is because I believe that a fairly well-rounded character is the best. Many people feel that they should raise one stat until it's pretty high (usually over 100) and then work on a second. The basis for their argument is usually something like this: "If you have 150 in strength, it will only take two hits to kill them!" And then another person will respond with, "Why do you have points in strength if you never even hit the enemies!?" Nevertheless, in the end, most people agree that your character should have stats that are relatively close to each other (within at least 30 points). So in reality, you get to decide if you want to raise the stats pretty equally, or pour all your points into one stat, then work on the others. Anyways, on with the analysis of the stats:

**STRENGTH-** For every 4 points put into this skill, your maximum and minimum damage goes up by 1. For every 1 point, your HP is increased by 1. Strength is a nifty little statistic because putting points in it will increase damage and health. This statistic has the second highest amount of points in it on my Smeagol (although it's only about 5 behind the first).

**ACCURACY-** Your chance of hitting you opponent (before Defense is factored in) goes up by 1 for every point you put here. It's pretty simple to understand accuracy; the higher it is the better chance you've got of hitting the enemy. This only applies for weapons, so if you use only active skills, you have no need to put points here. Accuracy is the highest stat on my Smeagol.



HEALTH- HP goes up 4 and SP goes up 1 per point. A sure fire sign that your health is too low is if you get killed by an Orc in 3 hits. Health is important for Smeagol, because he can't use the Meditative Elf Rune (which allows you to recover HP by standing still), so once you've been hit, the only way to heal is food and herbs. However, health is the lowest stat on the author's Smeagol (about 10 behind courage).

DEFENCE- Putting points in this skill raises your defense. Defense is more like defense against your opponent's accuracy. The higher your defense, the less likely your enemy will hit you. Although you can't see any change on the stats screen, defense works, as it acts similar to dodge. For my Smeagol, defense is the third highest skill, about 3 points behind strength.

COURAGE- Raises your SP by 4 points and your HP by 1 every point. For Active Smeagols, courage is a necessity. For Passive Smeagols, don't even bother with it. But for Mixture Smeagols, courage gives you the chance to perform more active skills quickly, while adding to your HP. Courage is second lowest on my Smeagol (it's 10 behind defense).

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Efficient Money Making Strategy (e/f)  
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We've already covered the fact that Smeagol can't equip any of the items that he finds. Therefore you should be raking in the gems (currency in the game) with Smeagol! This is a good way to buy a whole bunch of skill and attribute points, and whetstones. Don't bother buying any runes though, they won't work. So you're playing through the game, and naturally your inventory is full. But you see this item called "Bronze Smallsword". Wow! That sounds a heck of a lot better than my "Rusty Smallsword". I mean, the prefix "Bronze" is good right? Wrong! "Bronze" is one of the many prefixes that make you item sell for less gems. In the description of the item, you will see the word "Cheap" at the very end.

While I was playing, I compiled a short list of some of the modifiers that are cheap, and items that are almost always cheap. NOTE! This is not a complete modifiers guide. Just something that the reader can look over and make mental notes of which modifiers make items cheap.

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Cheap Modifiers and Cheap Items  
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These prefixes usually sound like they are cheap. However, there are exceptions to this "rule". The items, like the prefixes, have exceptions, and both of the exceptions are under the exceptions list, entitled "The Exceptions". Confused yet? The exceptions list is right below this list. And on top of all of that there's the whole "Iron Neckwear" situation. But let's take things one at a time. Here are some of the cheap modifiers found in the game:

- Arrows\* \*\*
- Bronze
- Corroded
- Cheap
- Clogs\*
- Dirtied
- Easterling

Knobbed  
Inferior  
Iron\*\*\*  
Manflesh  
Moldy  
Rugged  
Shoddy  
Sloppy  
Smelly  
Used

\*Item

\*\*Includes the modifiers that generally are names of races. Example:  
Gondorian Arrows. Some of these modifiers are: Elven, Gondorian, Orcish, and  
Uruk-Hai.

\*\*\*Please see the "Iron Neckwear" subsection. It's right below "The  
Exceptions" subsection.

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The Exceptions  
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There are exceptions to almost any rule. Surprise! There are exceptions to  
the two above rules regarding prefix names and items. The following may  
sound cheap, but in reality they aren't:

Ancient  
Arrows\* \*\*  
Burned  
Cumbersome  
Foul  
Goblin  
Half-Eaten  
Old  
Ragged  
Rotting  
Rusted  
Rusty  
Stained  
Tainted  
Tarnished  
Uruk  
Warped  
Worn

\*Item

\*\*Arrows with the modifiers of elements are usually not cheap. These include  
the following prefixes: Fire, Sun, and Moon.

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Iron Neckwear- Why It's So Special  
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It occurred to me recently as I was playing this game, trying to add onto the  
cheap modifiers list that some of the items that still had the modifier  
of "Iron" on it, weren't cheap, rather they were like normal items. I  
noticed three of these items, and looked what they had in common. As of the  
writing of this particular subsection, I can hypothesize that neckwear items  
with the modifier "Iron" aren't cheap items. This hypothesis is subject to  
change of course, as I encounter more of these items. But for right now, I'm

including yet another list; this one shows the "Iron Neckwear" items:

Iron Clasp  
Iron Collar  
Iron Necklace  
Iron Talisman

If I find anymore items with the "Iron" modifier, and they aren't cheap I'll add it to the list. And if the item isn't a neckwear item, then I guess I'll have to change my hypothesis. The same goes for if I find some more neckwear items, but have a different modifier.

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Valuable Modifiers  
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Once again as I was playing this game, I had an enlightening experience regarding this FAQ. This time it was that having a "Valuable Modifiers" subsection is probably just as important as a "Cheap Modifiers" subsection. It's useful to know which items are valuable, just in case you inventory is full, but all of the items in there are just your normal, basic items. So, without any further suspense, the "Valuable Modifiers" list:

Cavalier's  
Consecrated  
Engraved  
Fine  
Flawless  
Gemstudded  
Nobel  
Towerstone  
White Diamond

This list is a work in progress. I'll add more modifiers when I encounter them. OR WILL I?!? Thank you for your patience.

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Other Hints  
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Here are some general tips to ensure you get the most gems possible:

- Avoid cheap items. See the lists right above to know which to avoid.
- Red items usually sell for the most, followed by green, and then the base items (yellow text).
- Of all of the different items, items that you wear on your neck (necklaces, pendants, keepsakes, charms etc.) generally sell for the most. Sometimes a base neck item, will sell for more then a green item.
- If you are debating which item to keep, as a general rule, items with the higher minimum level requirement sell for more. Keep in mind the rules about neckwear, and cheap items though.
- The valuable and cheap modifiers in the description are always at the end.
- Orc Heads, which are a backpack item that give +1 Courage, should be sold immediately. They sell for 300 gems. Smeagol's stats aren't affected by carrying these around so don't try.

-Orc Drums, which do -5 Accuracy while in the backpack, sell for 500 gems. Again, Smeagol's stats aren't affected.

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Bonus Map Strategies (b/o)  
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Ahhh, the bonus maps. Most people play through their character's quest first, and then venture into this exciting little world. (Un)Fortunately for you, Smeagol doesn't have a main quest, yay! So you get to play through the bonus maps in order to level Smeagol up. And for that, you will need strategies for the bonus maps. As a reminder, the four bonus maps are: Mines of Moria, Helm's Deep, Fangorn Forest, and Weathertop. So here are the strategies (and a bit about each place):

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Mines of Moria  
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"Moria. You fear to go into those Mines." -Saruman

And why shouldn't you fear? Moria, seen in "Fellowship of the Ring", was a mine that the Fellowship passed through on their perilous journey. The Mines were a massive Dwarf graveyard with Orcs running amok, killing at will. But the greatest foe of all could be found in Moria. The enemy against whom Gandalf the Grey perished in an epic battle, atop the mountain of Zirak-zigil. The Balrog.

The Mines of Moria makes a return appearance in The Return of the King, from last year's game, The Two Towers. Lucky for you, you aren't going to fight the Balrog at all. But there are still many other enemies that can put a swift end to your journey. Including a full size troll, several half trolls, and swarms of spiders.

The basic strategy of Moria is to take the whole map slowly. Moria has several levels in it, making it the longest bonus map. Go through a level until your HP is pretty low, and then save your game, exit and restart. Yes, you'll be at the beginning of the Mines again. But this time, you should be stronger, and know the locations of enemies, shrines etc. When you play through this time, you should get a bit further. And so on, until you have completely passed through the Mines of Moria. At the end, awaits your prize, Runes that Smeagol can't even use!!!

To help you get started, first go straight south, and then west (assume that the top of the screen is always north). When you see the pillar, start heading north, but just enough so that you "trigger" the Orcs coming down the pillar. If you're strong enough, kill these four Orcs, if not, then draw them out one at a time before killing them. Repeat this process with the three other pillars closest to the Moria entrance. Then, go to the furthest pillar, which is near a chest, and get ready to kill these Orcs, which are archers. The archers are generally weaker than normal Orcs, but if they spread out, you could be dealt a lot of damage from the arrows. You've now cleared the very top of the first Moria level.

It's pretty hard to get lost in this level, but near the end, the enemies can be difficult for a weaker Smeagol. At one point in the level (approximately half-way through or so) you'll go by a whole bunch of archers, who are standing on the next level above you. You should also see a bunch of

barrels. Don't worry about taking the time to get the items inside the barrels, because the arrows from the archers won't hit you.

If you kill all of the enemies in the level, then you get to fight five Green Orcs at the end of the level. There is also a shrine about 40% of the way through, and a forge about two thirds of the way through.

This is just a glimpse of what is to come! In my opinion, the Mines of Moria is the most entertaining of the four bonus maps to play. On the next map, there are swarms of spiders to fight, and there is even a well where an infinite supply of spiders will come from. What happens after that map is up for you the player to find. You might even find the secret Moria room.

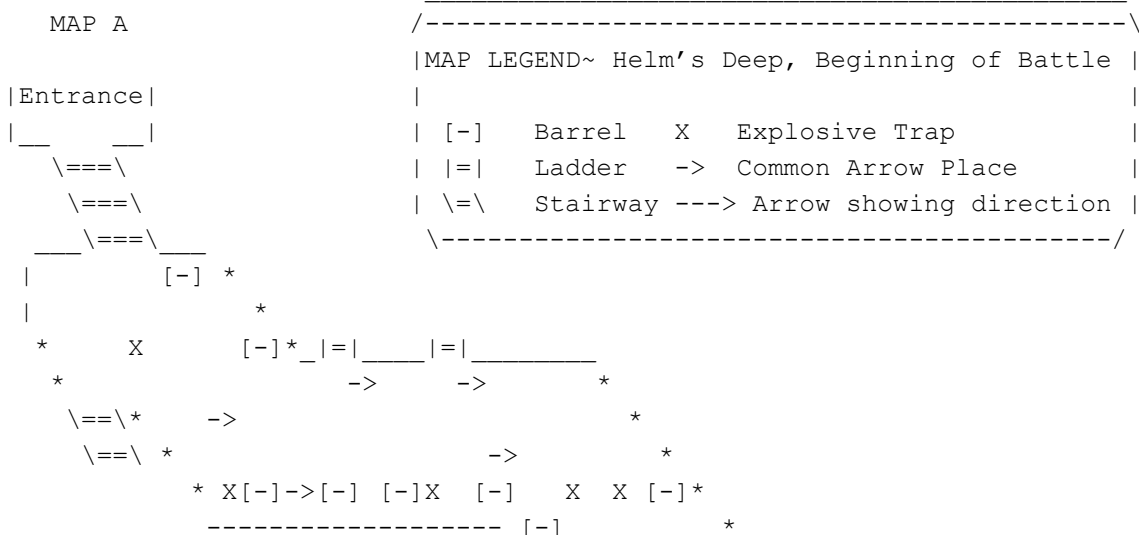
Overall, Moria is the easiest of the four bonus maps to play.

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Helm's Deep  
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"If the wall is breached, Helm's Deep will fall." -Saruman

Helm's Deep is the great fortress of Rohan, where the people fled to for protection in "The Two Towers". Its outer wall was solid rock, and it was said that no army could penetrate it, as it was one of the most fortified places in Middle-Earth (Minas Tirith was said to be the most fortified). It was at this fortress where Saruman's Uruk-Hai army challenged Rohan in a massive battle. A fighting force of 10,000 against 300 men of Rohan.

There are two sections in the Helm's Deep bonus map, the beginning of the battle, and then the fighting after the wall has been breached. The beginning of the battle map has pretty easy enemies, basically Uruk-Hai, Uruks with two swords, and some of the suicidal Uruks that have the fire explosives attached to them. To complete the level, destroy all of the ladders that the Uruks are using to get over the wall. This will trigger the breach. The hardest part will be avoiding the flying arrows and traps that you encounter while walking around. The traps will take a decent amount of HP away, especially if you run into several in a short period of time. This can leave you with about a fourth of your health, with Uruks charging over the wall to kill you. I'm pretty sure that the arrows are random, but there are places that I seem to get hit with arrows more often than others. I've included those places, along with traps, ladders, and barrels on the following (very rough, NOT TO SCALE) map:



```

*   X   X   *
* [-]           * _|=|_____|=|_____
*               [-]
* [-]           X   SEE MAP B
*   X           --->
* [-]           X           [-]
*               [-] -> [-]   [-] [-]
*-----

```

MAP B

```

*   _|=|_
*   *
* [-]   X[-]*
*   *
|   X   X   |
|           |
_|           | _|=|_____|=|_____

```

SEE MAP A

The level ends here

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X if you've destroyed every  
 [-] ladder that you've seen.

[-] [-] [-] [-]

After you have destroyed all of the ladders, the breach of the wall will occur. You get to go down some stairs, and fight a bunch of Uruks. This area has a bunch of tree stumps, and also has a forge in the northwest corner, and ranger hollow in the south eastcorner, and a shrine on the west side. After you've killed the Uruks, some Uruk-Hai Archers come, followed later by shield bearing Uruks. Once you've defeated them, be prepared to fight two half-trolls, and finally a full size troll.

Helm's Deep is the second easiest bonus map to play. It's also one of the better ones as far as items and gems go, as there are places to sell and store your precious little finds.

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 Fangorn Forest  
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"What madness drove them in there?" -Gimli

Fangorn Forest is according to Legolas, "Very old, and full of memory". It is also home of Trebeard and the other Ents, who were seen in the second movie/book "The Two Towers". Overall, Fangorn is a mystical forest, where one can walk through the forest and encounter trees that can, to quote Merry, "Talk, and even move", water which makes you taller, and wizards sent back to complete their task.

-STRATEGY SOON TO COME-

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 Weathertop  
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"You've met him before. He stabbed Frodo at Weathertop." -Gandalf

Weathertop was featured in "The Fellowship of the Ring". It is where Aragorn leads the four hobbits to stay for the night on their long journey from Bree to Rivendell. It is also the spot where the Witch-King of Angmar stabs Frodo

with a Morgul Blade, then in typical heroic fashion, Aragorn, armed with fire comes and scares off the Nazgul. Thus setting up the great horse race to Rivendell, where Glorfindel (or Arwen for the movie fans) races the Nazgul to the Fords of Bruinen.

How appropriate it is that Weathertop is one massive Nazgul fighting level. What is poor Smeagol to do? Luckily, there is a strategy, courtesy of Tarravan. Without further ado: "Tarravan's Amazing Five Levels in 2 Minutes!" (his name, not mine).

"Nazgul take damage from the fire in the middle of the arena. Simply run around like a madman trying to make the wraiths stay in the fire. They'll die after spending maybe 4 seconds in it. Not only can you level up to level 5 in 2 minutes this way, you can get a head start with good items you find in the arena. I do not advise trying this on Hard/Grueling, because although you get more exp, the wraiths take longer to kill. As a result, often two or more are summoned before you can kill even one, and you die."

Of course, the above is just one strategy to playing Weathertop. Like Tarravan said, it's difficult to execute that strategy on Hard and Grueling mode, so if that doesn't work for you, then an alternate strategy is to simply treat the Ringwraiths as a whole bunch of bosses (which they are in fact). Active skills are definitely your friend while playing Weathertop. Also running around in a circle around the Wraiths is helpful because (especially if you have "Fleet of Foot" maxed) Smeagol can usually outmaneuver the Ringwraiths.

Weathertop is definitely one of the harder bonus maps to play. In my opinion, it is harder than Helm's Deep, but a bit easier than Fangorn Forest.

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## VI. SKILLS OF SMEAGOL (s/k)

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Every character in the game has active and passive skills, both of which will be explained in this section.

\*\*Please be aware that everything in the "Notes" Section of the skill analysis mostly applies to those doing Mixture Smeagols. This is because the average player who goes for either an all Passive or all Active Smeagol will have all of their skills maxed. However, the notes will give you a general idea of the importance of the skill, letting you know if you should max this particular skill before maxing another skill.

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### Passive Skills

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Let's refresh our memories by asking, "what are passive skills?" Passive skills are skills that are in effect all the time. Once you put a point into a skill, that skill never goes away. Putting more points into a skill increases the power of the skill. Skills also have a minimum level requirement, so that the best skills can't be maxed first, and then you max some of the weaker ones. When you put a point into a skill, the minimum level requirement for the next point that you can put into the skill goes

up. Up to five points can be put into a skill, with two exceptions for every character. Two skills can only have one point be put in them; though only one is a passive skill, which will be talked about here. That passive skill is one that always has a minimum level requirement of 20. In Smeagol's case (and in Frodo's) that skill is The Precious.

Now comes the analysis of Smeagol's passive skills. It's pretty easy to read (or so I hope) and the format is like so:

---The name of the skill---

Minimum Level Requirements (MLR): -Usually five numbers, which show the minimum level your character has to be in order to put points in the skill. It was just explained in the above paragraph.  
Description: -The game's description of the skill  
Notes: -What I think about the particular skill, including how fast it should be maxed, importance etc. (please see the notice in the Skills of Smeagol introduction, if you have not already read it)

---NIMBLE---

MLR: -2,4,6,8,10  
Description: -You are agile and dodge your foe's attacks easily. (Gives you a 4% chance of dodging blows per level.)  
Notes: -Dodge is always a nice last defense against your enemy's attacks, especially now in Return of the King, unlike Two Towers, Defense doesn't raise your dodge. It always makes me feel good knowing that maxed 1 out of 5 times I'm not going to get hit (and Smeagol gets hit a lot)! A few points in this skill is nice, and if you have extras, you can put them here.

---WHY DOES IT HURT SMEAGOL?---

MLR: -2,4,6,8,10  
Description: -Years of torture have hardened you. (+4 melee toughness/level, +2 missile toughness/level)  
Notes: -I got a laugh out of the torture reference in the description...anyways, ALL of you melee and missile armor is going to come from this skill. Max this skill as quickly as you can. Random fact that you don't really care about: This skill is one of the few in the game that has 5 words in its name.

---DIRTY CLAWS---

MLR: -2,5,8,11,14  
Description: -You can attack with fierce claws. (+4 damage/level)  
Notes: -When you first get Smeagol, his damage is 2-2, so the VERY FIRST skill point that you earn should go into this skill, or the "Why Does it Hurt Smeagol Skill". If you don't get hit that much by enemies, I'd advise you to put the point in this skill first. Max this skill fairly quickly. Be aware that this skill's Minimum Level Requirements doesn't go up by 2 levels each time,



like most skills do.

---LUCK---

MLR: -2,4,6,8,10  
Description: -You are incredibly fortunate. (Adds +1 all attributes/level)  
Notes: -Maxed this skill is +25 more attribute points, or the number of points that you would gain after 5 levels. Put a couple points in this skill, then come back later if you have time and max it. (If you're in the 2-8 range as far as levels go, put points into skills like "Why Does it Hurt Smeagol?" and "Dirty Claws" first, instead of this, if you can.)

---ORCSLAYER---

MLR: -8,10,12,14,16  
Description: -Years of fighting Orcs has benefited you. (+1 damage to Orcs/level)  
Notes: -+1 damage to Orcs. Wow. I am so impressed. Unless for the life of you, you absolutely cannot kill an Orc, I would not put points into this skill.

---IRON WILL---

MLR: -8,10,12,14,16  
Description: -When severely injured, you regain health. (+10%/level)  
Notes: -I put five points into this skill, and hadn't seen a difference while I was fighting. So, I had to stand there while severely injured and watch my health meter slowly move just a little bit. Therefore, it is my personal opinion, that you should NOT waste any of your skill points on this skill.

---FLEET OF FOOT---

MLR: -8,10,12,14,16  
Description: -You are fast and quick. (Footspeed is increased by 5%/level)  
Notes: -This skill is more for your own personal enjoyment than Turning Smeagol into a warrior. Because you're selling all of your items, it's nice to be able to move to a forge quickly. Also useful in running from an enemy, but you don't want to do that...right? Put a few points in (or max) if you are annoyed at Smeagol's lack of speed, or if you're having trouble with swarms of enemies. If not, then it's not necessary to have any points in the skill.

---BERSERKER---

MLR: -15,17,19,21,23  
Description: -You gain fury with each enemy slain. (+4/level hit points, +4/level spirit points for each for killed)

Notes: -My favorite skill. Why? Simply because the more you kill, the stronger you get, and because Smeagol is lacking in the weapons/armor department, this skill is a must. Max as soon as you can.

---=THE PRECIOUS=---

MLR: -20  
Description: -When wounded, there is a 10% chance of entering a rage and doing triple damage for 10 seconds.  
Notes: -As soon as you are Level 20, definitely put a point into this skill, as it is the one passive skill that you can only put one point into. You'll know when you are doing triple damage because there will be a black circle around Smeagol that follows him when he moves, and when he kills enemies, little blue "sparks" come out of the enemies.

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### Active Skills

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Active skills are skills that you must trigger by pushing the "A" Button. Active skills are usually powerful attacks that last for a relatively short time. Using active skills eats up spirit points (known simply as Spirit in the game's description of the skills, see below) so when you have no spirit points you can no longer use any of your active skills. The spirit points meter is at the bottom of the screen and is blue. Active skills, like passive skills have minimum level requirements and can also have up to five points be put into a skill. Like passive skills, active skills also have one exception to the "only five points per skill rule". For Smeagol (and every other character for that matter) that is Herbal Healing. The same format for passive skills applies here:

\*\*If you have already not read the notice about the "Notes" Section of the Skill Analysis, please make your way to the introduction of the Skills of Smeagol Section.

---=BERSERK=---

MLR: -2,4,6,8,10  
Description: -Smeagol claws for +4 extra damage/level. 35 Spirit.  
Notes: -Maxed, this skill gives you +20 extra damage! Bad news, is that it doesn't seem to last for very long. Use this if you repeatedly play a bonus map with a difficult boss. Example: Whenever you play Moria, you always go until you fight that cave troll, and then you quit. Or, you always play the whole Helm's Deep level. If when you play, you don't repeatedly fight a difficult boss, I see no reason to put points in this skill.

---=ROCK THROW=---

MLR: -2,4,6,8,10  
Description: -Smeagol throws a rock for 3 damage/level. Throws faster at level three. 15 Spirit.

Notes: -It's my opinion that every character needs a long-ranged attack to take out Crebain, enemies that you can barely see on the screen and haven't attacked you yet, and other things. This is a nice skill because it uses the least amount of Spirit Points of Smeagol's five skills. Put at least three or more points in this skill. A good strategy with this skill is when you're running by enemies occasionally hit the "A" button. This way you'll inflict damage from a distance, but you'll never run out of Spirit Points. Also, when you're fighting swarms of spiders, and you can't get the last freaking spider, use this skill, and as long as you're in the general direction of the spider, you'll hit it.

---=COWER=---

MLR: -2,4,6,8,10  
Description: -Enemies take pity on Smeagol and ignore him while he is cowering for 1.5 seconds +0.5 seconds/level. 25 Spirit.  
Notes: -This is basically a skill to buy you time. However, I put points into Smeagol's "Fleet of Foot" passive skill, and with that maxed, and I can outrun most of the enemies in the game. Even if you didn't put points in "Fleet of Foot" Smeagol's active skill "Pitiful Wail" is much better than this skill. 0-1 points in this skill.

---=GOLLUM!!---

MLR: -4,6,8,10,12  
Description: -Gollum gains +5 Strength, Accuracy, Defense/level. 80 Spirit.  
Notes: -"Gollum!" is your best skill when you are fighting a particularly difficult enemy. But, it's also the skill that uses the most skill points. Nevertheless, it's one of Smeagol's better skills, so max it.

---=PITIFUL WAIL!---

MLR: -12,14,16,18,20  
Description: -Enemies around Smeagol take 10 damage and are stunned for 2 seconds, +2 seconds/level. 50 Spirit.  
Notes: -10 seconds of stun time when maxed! 10 seconds is usually more than enough time to defeat your stunned enemy, plus it has already taken 10 damage. Max this skill as soon as you can.

---=HERBAL HEALING!---

MLR: -Level Max  
Description: -Smeagol uses Kingsfoil Herbs to heal himself. Cannot be improved.  
Notes: -Turn on the Auto-Heal option if you don't want to bother with this skill (Auto-Heal is under the options menu). When you drop below a certain number of hit points, Auto-Heal will automatically use a Kingsfoil herb. Bad news is that herb usage is now out of your control.

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VII. EVERYTHING ELSE-THANKS, CREDITS etc. (e/v)

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Thanks and Recognition

Much thanks to these people:

- Tarravan- For the awesome Weathertop/Nazgul slaying strategy
- Horklump- For the keen insight on quick skilling
- J.R.R. Tolkien- For writing an excellent series of novels
- Howard Shore- For giving me something to listen to while writing this
- The numerous people who critiqued this guide for me
- Shoecream- Because I used his center-er program more times than I can count

Thanks also to:

- Griptonite and EA Games- For making the game
- CJayC- For making Gamefaqs
- Return of the King Forum Members- For any general information
- Thalcos and Horklump- For being brave enough to post about the game on gamefaqs, then being bombarded with a ton of questions
- You- For assuring me that at least one person bothered to read this guide
- FAQ Contributors Forum- For answering my stupid formatting questions
- Crystal Light Lemonade- Because I like to drink it (NOTE: THIS IS NOT AN ENDORSEMENT)

Contact the Author

Contact me by emailing SmeagolFAQ [at] yahoo [dot] com.

Two more things should be noted:

- Please do not spam me. It will not make me a happy person.
- Do I have instant messenger? No. The only way to contact me is via email.

About the Author

Yes, I decided to add this part into my FAQ, because I feel like it. As you probably figured, I like video games and Lord of the Rings. It was only natural that I decided to buy this game. In addition to that, I decided to write a FAQ for it, because it sounded interesting and I wanted to share my knowledge about the character Smeagol with anyone who wanted it. I've also wanted to write FAQs before I even knew what a FAQ was. In sixth grade, I remember thinking that those people who write walkthroughs for video games have the coolest jobs in the world. Now, I'm not so sure...

The Reader's Part of the Agreement

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The End...now get out there and start playing!