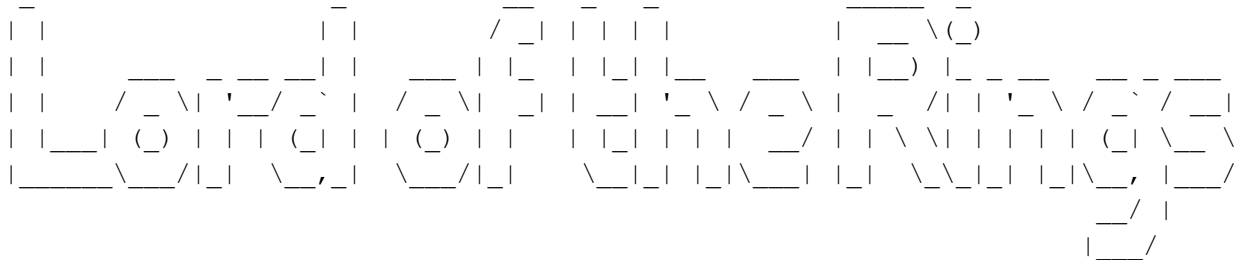


The Lord Of The Rings: The Two Towers FAQ/Walkthrough

by namod65

Updated to v6.2 on Feb 23, 2005

This walkthrough was originally written for The Lord Of The Rings: The Two Towers on the GC, but the walkthrough is still applicable to the PS2 version of the game.



- The Two Towers -

"Where is the horse and the rider? Where is the horn that was blown?
They have passed like rain rain on the mountain side, like
wind in the meadow"

The Lord of the Rings: The Two Towers
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Date: 12/26/03
Size: 144 KB
Latest Update: 6.2
Platform: GameCube

Big thanks to Erik Artrup and Oliver Rouch for helping
with this FAQ

Notes

Note: You can now rate this FAQ! Go to the link that is at the end of this FAQ.

Note: Allways check back to GameFags.com for the latest version of the guide.

Note: This guide is for the gamecube version and may be a little different from the other versions.

Note: If you want to put this FAQ/Walkthrough on your site, you must first email and ask even if you have some of my other FAQs

BIG NOTE: This FAQ MAY NOT be put on www.cheatcc.com under any conditions

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Copyright

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Table of Contents

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+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
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1. Contact
2. Version History
3. Intro
4. Story
5. Characters
 - 5a. Aragorn
 - 5b. Legalos
 - 5c. Gimli
 - 5d. Frodo
 - 5e. Gandalf
 - 5f. Lurtz
 - 5g. Ringwraiths
 - 5h. Saruman
 - 5i. Sauron
6. Enemies
7. Controls
8. Upgrades
9. Skill Meter
10. Walkthrough
 - 10a. Prolouge
 - 10b. Weathertop
 - 10c. Gates of Moria
 - 10d. Balin's Tomb
 - 10e. Amon Hen
 - 10f. Fagorn Forest
 - 10g. Plains of Rohan
 - 10h. The West Fold
 - 10i. Gap of Rohan

- 10j. Helms Deep: The Deeping Wall
- 10k. Helms Deep: Breached Wall
- 10l. Helms Deep: Hornburg Courtyard
- 10m. Secret level: Tower of Orthnac
- 11. Game tips
- 12. Contributors
- 13. cheats
- 14. hosting log

To quickly get to a section of this guide you must first highlight the section you want to go to.

ex. "1. Contact"

You must highlight the numbers/letters and the words. The press ctrl c, then ctrl f, then ctrl v, then press enter.

For Mac users, use the apple key instead of the ctrl key.

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1. Contact

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Our email is: namod65(at)yahoo(dot)com

If you have any questions or comments just email us. Also if you see any mistakes, please tell us.

DO NOT send us stupid questions like "Where do you find the rocket lancer?" When you email me try to make it neat, use caps when needed and don't do stuff like "i" instead of "I" or "our" instead of "you're" and stuff like that.

If this FAQ ever gets on CCC (I'll try my best to make sure this doesn't happen) I would like you to know that this guide is complete, it's just that CCC doesn't update the FAQs. So don't email us about our guide if you are reading it from CCC. Once again, this note is just in case this guide does get on CCC because I won't know if it does because CCC just takes FAQs.

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2. Version History

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Author's Notes

I decided my version history was way too long so now I will only display the last five updates. This way the FAQ looks better.

v. 6.0 12/24/03

-changed the format at the top

Author's notes:

I am going to slowly change the format of this guide again. I just can't seem find a format that I like. I have already begun at the top.

v. 6.2 12/26/03

-changed the headers

v. 6.5 1/26/04

-changed formatt again

v. 5.8 12/1/03

-added a tip to the tips section

Author's notes:

Finally! It's December and its time for Christmas

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3. Intro

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The Lord of the Rings: The Two Towers is one of our favorite games. It has very good graphics and detail. The game-play for gamecube is very good and easy to learn the controls. We love the music and how the game frequently changes from real pictures to the game.

The ONLY bad thing is that there is no multiplayer.

We would give this game a 9.7 out of ten. You should know that we are a very big Lord of the Rings (LOTR) for short and would give any lotr game a good rating.

If you love the books or movies then I would recommend this game for you. If you have not seen the movies and are planning to We will tell you not to play this game yet because it will ruin the movie for you. If you read past the point of the game you are in it WILL SPOIL THE GAME for you. I repeat it SPOILS the game if you read past the point of the game your are in. We have beaten all levels with each character and under each difficulty so I know a lot about the game and hopefully this faq will help you get through the game.

I would also like you to know that I, Nathaniel Modlich typed this FAQ and so it seems that it is written from one persons point of view. We all helped with this guide it is just that I typed it because I am a fast typer.

I also plan on writing a FAQ for The Lord of the Rings: The Return of the King.

Well, I think said enough for this intro and now to the rest of this faq.

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4. Story

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This is from the LOTR game manual and is copyrighted

One Ring to rule them all, One Ring to find them, One Ring to bring them all and in darkness bind them.

It began with the forging of the great rings. Three were given to the elves- immortal, wisest, and fairest of all beings. Seven to the dwarf lords-great miners and craftsmen of the mountain halls. And nine, nine rings were gifted to the race of men, who, above all else, desire power. For within these rings was bound the strenght and will to govern each race. But they were all of them deceived. For another ring was made.In the land of Mordor, in the fires of Mount Doom, and the Dark Lord Sauron forged, in secret, a master ring to control all others. And into this ring he poured his cruelty, his malice, and his will to dominate all life.

The One Ring an innocent-looking golden band, is by far the powerful object in all of Middle-Earth. Put it on, and the wearer becomes completely invisible. Using its powers of invisibility draws the attention of the Dark Lord Sauron, who may disperse sinister creatures to retrieve The One Ring. The One Ring has a strange corruptive influence, causing greed and powerlust in many who are exposed to it. Possessing The One Ring can prolong the life of its keeper, but corruption from The One Ring will eventually transform a normal hobbit into a selfish, hideous monster. The One Ring was forged thousands of years ago by Sauron in the fires of Mount Doom. He was close to using The One Ring's full powers to dominate Middle-Earth when it was cut from his hand in battle. Sauron has been trying to reclaim The One Ring ever since losing it, and if he

does, Middle Earth will be plunged into darkness and sorrow. To prevent Sauron from possessing The One Ring, it must be destroyed forever, and this can be accomplished only by throwing it back into the fiery chasm of Mount Doom. Frodo shows a remarkable resistance to The One Ring's evil influence so he volunteers to carry it on the perilous journey to Mount Doom.

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5. Characters

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These were taken from the LOTR TTT game manual.

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5a. Aragorn  
=====
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Men are weak, or at least this is the commonly held belief in Middle earth. Three thousand years ago, Isildur, King of the Men of Gondor, gained great renown when he cut the One Ring from the hand of Sauron, ending his villainous reign. Soon after, however, he chose not to destroy The One Ring when he had a chance to cast it into the fires of Mount Doom, and thus Men are known to be weak in character and not entirely trustworthy.

Aragorn can change all of that. He is a ranger, a strong man skilled in the use of many weapons including swords. Aragorn is trained to survive in every situation. Many know him as Strider, but few are aware of his true identity as son of Arathorn and heir to Isildur's throne. He is the rightful King of Gondor, and a force to be reckoned with.

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My section of Aragorn
```

Aragorn is the best all around character. He has a sword and a bow. He has quick close up combat skills. Gimli is powerful, Legolas is quick, Aragorn is a mix between them. If you just started the game. You should pick Aragorn because he is the best all around. I would pick Aragorn first.

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=====  
5b. Legolas  
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Legolas is a noble Elven prince, deadly accurate with his Elven bow and knowledgeable in wilderness lore. Because he is an elf, Legolas has exceptional sight and hearing, and although he will never die of old age, he can be hurt or killed in battle. Legolas is kind and graceful, and he has a deep love for the peaceful side of nature. He and his valuable bow attack are great assets to the Fellowship.

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My section of Legolas

Legolas is very quick with his swords but not very powerful with them. He has the best and most powerful bow. He loses health quicker than the other two but makes up for it with his speed. I would pick him second.

=====
5c. Gimli
=====

Gimli is a stubborn dwarf who makes up for his lack of height and grace with great strength, bravery, and tenacity. Gimli fears nothing when he has his trusty axe in hand, and his temper makes him formidable when angry. His gruff disposition keeps him from making friends easily, but as a member of the Fellowship he is a tough and loyal ally. Gimli especially dislikes elves, however during his adventures with the Fellowship he develops an unlikely friendship with Legolas. Gimli is very proud of his heritage, and looks forward to seeing his cousin Balin in the Mines of Moria.

My Section of Gimli

Gimli is the most powerful. He throws axes and has a big axe. He is slow up close but powerful. His throwing axes are not very good. They take a while to throw and do not do much damage. I would pick him third.

=====
5d. Frodo
=====

Frodo is the Ringbearer, a brave hobbit whose cleverness keeps him alive in the face of tremendous danger. His adventurous uncle Bilbo left him The One Ring, along with the troubles that accompany it. However, Frodo shows great resistance to the sinister powers of The One Ring and has volunteered to take it to Mount Doom and destroy it forever for the good of Middle-earth. There could not be a more difficult task.

=====
5e. Gandalf
=====

Gandalf the Grey is known and respected throughout Middle-earth as a great conjurer and a genuinely wise man. He is not young, but he can use staffs and swords skillfully in combat. Nevertheless, Gandalf's true strength lies in his vast repertoire of magic spells and abilities. He is the only character capable of using magic and he uses it well.

Gandalf serves as a father figure to Frodo providing leadership and protection to the young Hobbit. He would carry The One Ring himself, but his knowledge of magic is too dangerous to expose to the corruptive powers of The One Ring.

=====
5f. Lurtz
=====

At Amon Hen, the Fellowship fights to protect Frodo from the Urak-Hai.

Lurtz, their leader, is bigger and more fierce than the rest of his army, and slaying him will prove no easy task.

=====
5g. Ringwraiths
=====

The nine Dark Riders were once great kings, hellishly corrupted to the point of no return. They fell victim to Sauron when he gifted them rings of power, which slowly turned them to wraiths. They are now completely under the Dark Lord's control and he dispatches them throughout Middle-earth in attempts to recover The One Ring. They appear in hooded black robes, usually when the Eye of Sauron is fully fixed upon The One Ring's wearer.

=====
5h. Saruman
=====

Once a trusted friend and advisor to Gandalf, Saruman betrayed all he once stood for to join the sinister cause of the Dark Lord Sauron. His powerful magic inspires fear in all those who oppose him, and his fortress in Isengard is home to a vast army of his own foul creation: the Urak-Hai. One cannot hope to overpower Saruman, for merely surviving any confrontation with this brilliant wizard is considered a true victory.

=====
5i. Sauron
=====

The Dark Lord himself has not been physically present on Middle-earth for some time. In fact, it was over 3,000 years ago that Isildur cut The One Ring from Sauron's hand, ending his last evil reign. Today, however, Sauron grows more powerful with every passing minute. His vile armies are spreading throughout Middle-earth in an ever-expanding search for The One Ring. If he gets it, Middle-earth will be plunged into an age of unimaginable terror and violence, and Sauron will take physical form once again.

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6. Enemies

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I took these from my Boss FAQ for LOTR: TTT so it is still mine.

Here is a sample of what each enemy section will look like:

=====

Name:

Description: what the enemy looks like

Kind of weapon: Weapon the enemy carries

Attacks: What he will do to try to kill you

First level: first level you will find them

Strategy: How to kill him

=====
note: I might add some other stuff along with what is above

Now there are three main types of enemies: Goblins, Orcs, Uruk-hai

Goblins:

These are the easiest of the three. You will find them first on the Gates of Moria level. They are small and weak. They can be killed easily.

Orcs:

Harder than goblins, Orcs are bigger, stronger and more of a greenish color. You will find them on the very first level and Fagorn Forest is infested with them.

Uruk-hai:

Hardest of the three. There are many kinds Uruk-hai. They are huge, very strong and take longer to kill. Thank god there are no Shielded Uruk-hai. You will first see Uruk-hai on Amon Hen.

*****Now here are the enemies you will see in the game!*****

=====
Name: Normal Goblin

Description: Small, kind of grayish to blend in with the surroundings of rock. Stoops over like a hunchback and has black hair. Only dangerous in groups.

Kind of weapon: Short curved saber

Attacks:

- 1) Most of the time he will take a good slash at you
- 2) When he is farther away he will come at you and spring forward and slash down at you
- 3) Once in a while he will use both hands and stab at you. I've only seen this twice.

First level: Gates of Moria

Strategy: Speed attacks will take this guy out in a second. you could also use the Goblin Bane. Stay at a distance and let them come to you. These guys are very dangerous in groups and they normally come in groups.

=====
Name: Shielded Goblin

Description: Small, kind of grayish to blend in with the surroundings of rock. Stoops over like a hunchback and has black hair. Carries a shield. He also has a face mask.

Kind of weapon: A club with spikes on it.

Attacks:

- 1)He will slash at you with his club.
- 2)This one is kind of annoying, he will do the run and spring attack like the Normal Goblin.
- 3)He will uppercut you with his shield.

First level: Gates of Moria

Strategy: I find these guys kind of hard and annoying. Make sure to use fierce attacks(Y) to brake the shield then use speed attacks to kill him. Also make sure to block his attacks. You could also use the Goblin Bane. These guys don't normally come in groups bigger then 3 so you should be able to stay up and fight them without having to drop back.

=====
=====

Name: Archer Goblin

Description: Small, stoops over like the rest of the goblins. Grayish color, black hair.

Kind of weapon: Bow and fire arrow

Attacks: Shoots bow and fire arrow

First level: Not sure. This is a very rare enemy.

Strategy: You can stand back and block the arrows and fire back or you can block the arrows and run up and use speed attacks.

Note: These guys are very weak along with all the other archers.

=====
=====

Name: Axeweilder Orc

Description: Average height, green colored skin, stoops over a bit. He is bald, and wears brown clothes with no armor.

Kind of weapon: He carries two axes(one in each hand)

Attacks:

- 1) will swing his two axes from one side.
- 2) This is one of the most annoying attacks. He will slash, then spin and slash again. This is annoying because he will normally hit you first before you have time to react.
- 3)he will trip you if you parry too much

First level: You will first see this guy on the Prologue

Strategy: My strategy is to kill him as fast as you can before he can start spinning. Use speed attacks because he has no armor or shields. Just block his attacks(especially the spinning one). If there is a group of them, then stay back and let them come to you and be ready to block the spins.

=====
=====

Name: Shielded Orc

Description: Green skin, wears a mask, has some armor. He is average height, and carries a shield.

Kind of weapon: has a spear, and a shield

Attacks:

- 1) will jump forward and swing with his spear
- 2) he will slash side to side with his shield
- 3) He will jump up in the air and knock you down with his spear
- 4) if you stay close to him long enough, he will thrust his spear into you chest and suspend you in the air by his spear and then throw you down

First level: the Prologue

Strategy: These guys are kind of hard. Their shield limits you to fierce attacks and the Orc Bane. You should block their spear attack and then use fierce attacks to destroy the shield. Then he is free to be killed easily. If there a lot of them, then I would recommend getting knocked over then using the rising attack, this will destroy their shields and knock them over, waiting to be stabbed.

=====
=====

Name: Orc Archer

Description: Looks like a Shielded Orc, except no sheild(YES!)

Kind of weapon: A bow

Attacks: shoots fire arrows or they might shoot arrows that explode

First level: Gates of Moria

Strategy: Same as other archers, just block the arrows and return fire or block arrows and run up and kill them.

=====
=====

Name: Warg Rider

Description: Looks just like a normal orc except he is riding a huge animal that looks like a cross between a hyena and a moutian lion.

Kind of weapon: A bow

Attacks:

- 1) shoots arrows
- 2) warg will try to tackle you

First level: Gap of Rohan

Strategy: Shooting arrows will work just fine. If the warg charges at you just block(B) or move out of the way.

=====
=====

Name: Average Uruk-hai

Description: Tall, wears a mask and green armor, very strong.

Kind of weapon: Big sword

Attacks:

- 1) he will do a different variety of slashes with his sword

First level: Amon hen

Strategy: Use the Bane of Saruman or block his attacks and use speed and fierce attacks. Using combos against these guys will do nothing but good things like getting your skill meter up. Using moves like Isuildurs Gambit will help you get out of swarms of these guys.

=====
=====

Name: Solider Uruk-hai

Description: Has black skin and armor. Wears a helmet. Very tall and strong. Pretty much the same as Average Uruk-hai.

Kind of weapon: Big sword

Attacks: He will slash backhanded, forehanded, upwards, downwards, all over the place.

First level: Plains of Rohan

Strategy: These guys are almost the same as Average Uruk- hai except that they are a little bit stronger. So you can use the same strategy for Average Uruk-hai.

=====
=====

Name: Uruk-hai leader

Description: almost same as Solider Uruk-hai except he wears no helmet and has long hair. Only two of them in the game

Kind of weapon: Sword

Attacks: Same as Solider Uruk-hai

First level: Helms Deep: Breeched Wall, the other on is in Helms Deep: Hornburg Courtyard

Strategy: Fierce attacks, these guys are no harder then other Uruk-hai.

=====
=====

Name: Berserker

Description: HARD. These guys are the most annoying enemies in the game. They are very tall, wear a white face mask. They are fast and block all of your attacks.

Kind of weapon: A very long sword

Attacks:

- 1) will slash back and fourth will his sword.
- 2) He will slash around insanely with his sword about 3-4 times then will slash down to the ground.
- 3) Punches you with the handle of the sword.

First level: Fagorn Forest

Strategy: The easiest way is to use the Bane of Saruman. Another way would be to wait for him to start swinging wildly and get out of the way. He will stop for a very short moment to regain his balance. That is when you go in with a speed attack to knock him down then stab him.

=====
=====

Name: Exploding Uruk-hai

Description: The name says it all. These guys are suicide bombers that look like Beserkers and carry a pack of explosives on their back.

Kind of weapon: Explosives on their back

Attacks:Explodes when he gets to his target by lighting his explosives with a torch

First level: The West Fold

Strategy: Use arrows. Don't let these guys get close to you or else.

=====
=====

Name: Uruk-hai archer

Description: A Uruk-hai with a bow

Kind of weapon: a bow and fire bombs

Attacks: Shoots fire arrows and will throw fire bombs

First level: Amon Hen

Strategy: Block the arrows, stay clear of the bombs, and RETURN FIRE!
You could also get up close with speed attacks.

=====
=====
Name: Cave Troll

Description: These guys are BIG, and STRONG. They have grey skin with long arms and short legs. They have a loin cloth and have a spiked club. These guys are also extremely stupid. They will attack their own allies if they get in the way of killing you.

Kind of weapon: Big spiked club

Attacks:

- 1) he will swing his club horizontally once
- 2) He will swing the club down with one hand
- 3) he will swing the club down with two hands

First level: Balins tomb

Strategy: You can use your arrows, but it will take a VERY long time. Another way would be to wait for him to swing his club, then go in and press Y once, only once, then back away and let him swing again. Then go back in and press Y once. This way will get you a "good" kill. The last way is the hardest way. Wait until he swings his club, then go in press Y, so you only do the attack where you bring your weapon upwards, then do it again, and again, and, again before he has time to react. This way will take a little bit of practice.

=====
=====
Name: Olog-hai

Description: Exactly the same as the cave troll except they are lighter in color and have a pouch of logs on their side.

Kind of weapon: A spiked club and logs

Attacks:

- 1) he will swing horizontally with his club.
- 2) swings downward with one hand on the club.
- 3) he will swing down with two hands on the club
- 4) if you are far away, he will throw logs at you
- 5) He will hold you in the air then drop you

First level: Fagorn Forest

Strategy: Arrows do not work on these guys. Other than that just use the same strategy as cave trolls except make sure to dodge the logs.

Note: these guys will also hurt their allies if it means hurting you.

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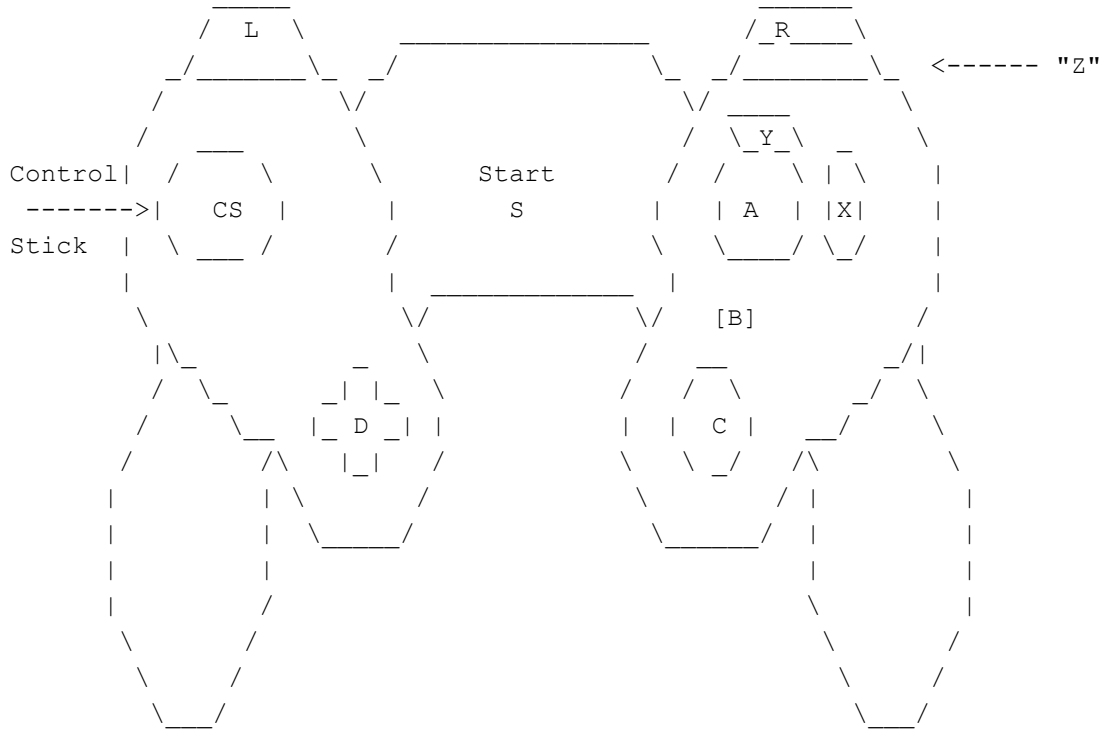
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7. Controls

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Speed Attack.....A or C Stick <->

Fierce Attack.....Y or C Stick /\ or \/

Knock Back.....X

Parry or Block.....B

Killing Move.....R

Jump Back.....Z

Equip Ranged Weapon.....L(hold)

Fire Ranged Weapon(while equipped).....A or C Stick <->

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8. Upgrades

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=====
Aragorn
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level 1

- Triple Strike.....A.A.A.....Purchased
- Double HackY.Y.....Purchased
- Shadow Strike.....R.....Purchased
- Combat Kick.....X.....Purchased
- Sword Parry.....B.....Purchased
- Dunedain Bow.....Purchased

level 2

- Rush Attack.....A.X.....3000
- Rising Attack.....A.R.Y.....8000
- Isildur's Swift Terror.....A.A.Y.....5000
- Isildur's War Rush.....A.X.R.....5000
- Ranger Furry.....Hold Y.....2000
- Stregth of the Stewards.....10000

level 4

- Goblin Bane.....B.A.R.....4000
- Charge Attack.....A.X.....4000
- Isildur's death charge...A.X.Y.....5000
- Isildur's Gambit.....A.Y.A.A.....5000
- Rohan Bow.....4000
- Strength of Isildur.....10000

level 6

Orc Bane.....B.A.R.....6000
Isildur's Deliverence....Y.A.A.Y.....5000
Stregth of Elendil.....10000
Wilderness rage.....hold Y.....4000
Master Swordsmen.....10000

level 8

Bane of Saruman.....B.A.R.....8000
Isildur's judgement...Y.Y.X.Y.....5000
Strength of Argonath.....10000
Wrath of Numener.....hold Y.....6000
Gondor Bow.....6000

=====
Legolas
=====

level 1

Triple Strike.....A.A.A.....purchased
Double Hack.....Y.Y.....purchased
Shadow Strike.....R.....purchased
Combat Kick.....X.....purchased
Knife Parry.....B.....purchased
Mirkwood Longbow.....purchased

level 2

Rush Attack.....A.X.....3000
Elrond's swift terror...A.A.Y.....5000
Elrond's war rush.....A.X.R.....5000
Elven Furry.....2000
Force of Celebrn.....10000

Rivendell Longbow.....4000

level 4

Goblin Bane.....B.A.R.....4000

Rising Attack.....A or Y.....8000

Charge Attack.....A.X.....4000

Elrond's Death Charge.....A.X.Y.....5000

Elrond's Gambit.....A.Y.A.A.....4000

Lorthlorien Longbow.....6000

level 6

Orc Bane.....B.A.R.....6000

Elrond's deliverence..Y.A.A.Y.....5000

Dragonfire Arrows.....8000

Force of Galadriel.....10000

Gil-Galad's rage.....4000

level 8

Bane of Saruman.....B.A.R.....8000

Elrond's Judgement.....Y.Y.X.Y.....5000

Mithril Arrows.....10000

Elven Bow.....10000

=====

Gimli

=====

level 1

Triple Strike.....A.A.A.....purchased

Double Hack.....Y.Y.....purchased

Shadow Strike.....R.....purchased

Axe Thrust.....X.....purchased

Axe Parry.....B.....purchased

Erebor Axes.....purchased

level 2

Rush Attack.....A.X.....3000

Balin's Swift Terror.....A.A.Y.....5000

Balin's War Rush.....A.X.R.....5000

Dwarven Furry.....2000

Might of Rock.....10000

Might of Iron.....10000

level 4

Goblin Bane.....B.A.R.....4000

Charge Attack.....A.X.....4000

Rising Attack.....A or Y.....8000

Balin's Death Charge.....A.X.Y.....5000

Balin's Gambit.....A.Y.A.A.....5000

Rune of protection.....10000

level 6

Orc bane.....B.A.R.....6000

Balin's Deliverence.....Y.A.A.Y.....5000

Might of Balin.....10000

Might of Gloin.....10000

Moria Axes.....4000

Mountian Rage.....6000

level 8

Bane of Saruman.....B.A.R.....8000

Balin's Judgement.....Y.Y.X.Y.....5000
 Might of Khazad-dum.....10000
 Wrath of Moria.....Hold Y.....6000
 Misty Mountian Axes.....6000
 Axe Mastery of Kings.....10000

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9. Skill Meter

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When you kill an emeny you get a rating on how well you killed them.You can get (in order from least to best) fair, good, excelent, perfect.In the lower left had corner there is a meter that keeps track of your experience points. You get experince points by getting kills. The better the kill, the more experience points you get. When the bar reaches the topyou gain a level. As you get kills another bar goes around the bottom if you get enough good or excenlent kills the bar will goall the way around the bottom of the meter it will light up and yoursword will glow blue.

When this happens, every time you kill an ememy it will be a perfect kill. It is also easier to kill an ememy when this happens. An easy way to fill up the skill meter is when you use many different upgrades which (for future refrence) will be known as combos. This makes the bar around the bottom go around fast and when you start getting perfectkills the meter fills up quickly.

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10. Walkthrough

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Note: We eventionaly will write a recomended combo for each level(probably in a later version), but for now our bestrecomendation to get out of tight spots is to buy Isildur's, Elrond's, and Balin's Swift Terror and Gambit. Then when you get sourounded start madly pressing A and Y together or seperate. This will hopfully use those combos in a quick manner.

Note: The recomended character means that we would recomend this character if all the characters were on the same level and had the same amount of upgrades.

Note: Difficulity is out of five stars.

Note: Some of the levels have the same strategy for each character

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10a. Prolouge
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Mission: Prolouge

Recomended Character: Isildur (hehe)

Difficulty:*

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=====
There is a long intro movie of the prolouge and you are popped right into the battle.

You are confined to just the little area you start out in.

Part 1: Parry and Speed attack

Up in the right corner it tells you what to press. First it will tell you to use defend. Keep pressing B until you have some space, then start using speed attacks.

Cutscene

Elven archers fire a whole bunch of arrows and there are some orcs running around and falling of the cliffs

Part 2: Fierce attacks

Most of the orcs now have sheilds. To break the sheilds just press Y as it tells you to. Just keep pressing Y, and A if the orc's sheild is gone.

Cutscene

After a while Mount Doom will erupt..

Part 3: Get a feel for the game.

On this level you have all of the combos so go wild and try pressing differnt kinds of button to pull off differnt combos. For fun you can try pressing X to kick orcs into the lava if they are near the edge.

Cutscene

After some more fighting, Sauron will come over and start kicking butt. But Isildur picks up his father's sword and cuts the ring from Sauron's hand.Sauron explodes and the battle is over

Congratulations! You beat your first level.

End Mission

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10b. Weathertop
=====

Mission: Weathertop

Recomended Character: Aragorn (hehe)

Difficulty:*

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You are Aragorn and have to protect Frodo from the Ringwraiths. There are five ringwraiths total. To kill the wraiths you have to light your torch at the fire in the middle. To do this, just press Y. Then take your lighted torch and hack away at the first two wraiths by pressing Y.

Cutscene

After the first two wraiths are gone Frodo says, "help! they're everywhere!" He then puts the ring on and becomes invisible.

If your torch ever goes out, just relight it over at the fire. Another wraith shows up and just defeat him the same way as the others.

Cutscene

Two wraiths find Frodo and stab him!

The last two wraiths come over and should should just defeat the same way as the others. And that is the end of the mission.

End Mission

=====
10c. Gates of Moria
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Mission: Gates of Moria

Recomended Character: Aragorn or Gimli (good close combat skills)

Difficulty:**

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/-----\  
| Aragorn |  
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Gimli comes with you. Follow the path. To the left there is a treasure chest with experience points in it Soon Gimli will say, "there are orcs, many of them." Three orcs will then slide down the snow. Kill them and keep following the path. Pretty soon some more orcs will burst out of the side of the cliff.

Make sure they are done away with. Keep going and very soon more orcs pop out of the cliff. After you kill them look inside the newly formed cave and there is a treasure chest with health in it. Keep going.

Cutscene

Gimli runs ahead and kills an orc, but another orc sneaks up behind him. Aragorn quickly pulls out an arrow and shoots the orc.

Three archers start shooting at you up ahead. Shoot them with your arrows and run on up. About halfway to where the archers were some orcs will jump down the cliff. You should know what to do with the orcs by now. Keep following the path.

Cutscene

Gimli will suggest that they should pass through the mines of Moria. While he is talking some orcs set up on some cliffs. The orcs will start shooting at you.

Another orc will start running at you. Pick off as many of the archers as you can before he gets to you. When he gets to you use a speed attack or something on him. Then shoot the rest of the archers. Run up to where the archers were. Some orcs will climb up the side of the cliff. For fun you can try kicking them off. There are a bunch of them so don't leave until you are sure they are all gone.

Go up through the tunnel and some orcs will pop out of the walls. Kill them and keep going (if you need arrows there is a treasure chest near). At the end of the tunnel you will see two archers. Run up and kill them fast because more orcs will come. After you kill all of the orcs continue on the path. More orcs will run at you. After them you go a little bit further you will see two more archers. Kill them with your arrows.

The marsh part

Keep going and the view will change. You are now in the marsh. Some orcs will pop out of the water and there are some archers up ahead. If you have any good combos, the marsh would be a good place to use them. Stay close to the rocks for better maneuverability. Next you will see a orc standing in the middle of the water. A tentacle will grab him and kill him.

Ahead are a whole bunch of archers. Kill them with your arrows before you go up close because more orcs will come if you go any closer. After you kill the archers go up close and some more orcs will come. There is a treasure chest with health near. Keep going and you come to the boss.

=====
boss: The Watcher
=====

You start out on the bank looking at the water. A tentacle will come out of the water and begin to wave around. When it comes to swing at you press B to block it. It will start jiggling in pain in the air. Now you wade in the water and go up to it and chop it off with a speed attack. Watch out for other tentacles while you are doing this. After you chop the tentacle the head

will come out of the water. Shoot a arrow at it. You can only hit the head once then it will go down. This is the only way you can damage it. Now go to shallower water and wait for the next tentacle to come up. When it dose, just do what you did before. Keep doing this and the boss will be defeated in no time.

End Mission

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/-----\  
| Legolas |  
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Gimli comes with you. Follow the path. To the left there is a treasure chest with experience points in it. Soon Gimli will say, "there are orcs, many of them." Three orcs will then slide down the snow. Kill them and keep following the path. Pretty soon some more orcs will burst out of the side of the cliff. Make sure they are done away with. Keep going and very soon more orcs pop out of the cliff. After you kill them look inside the newly formed cave and there is a treasure chest with health in it. Keep going.

Cutscene

Gimli runs ahead and kills an orc, but another orc sneaks up behind him. Legolas quickly pulls out an arrow and shoots the orc.

Three archers start shooting at you up ahead. Shoot them with your arrows and run on up. About halfway to where the archers were some orcs will jump down the cliff. You should know what to do with the orcs by now. Keep following the path.

Cutscene

Gimli will suggest that they should pass through the mines of Moria. While he is talking some orcs set up on some cliffs. The orcs will start shooting at you

Another orc will start running at you. Pick off as many of the archers as you can before he gets to you. When he gets to you use a speed attack or something on him. Then shoot the rest of the archers. Run up to where the archers were. Some orcs will climb up the side of the cliff. For fun you can try kicking them off. There are a bunch of them so don't leave untill you are sure they are all gone.

Go up through the tunnel and some orcs will pop out of the walls. Kill them and keep going(if you need arrows there is a treasure chest near). At the end of the tunnel you will see two archers. Run up and kill them fast because more orcs will come. After you kill all of the orcs continue on the path. More orcs will run at you. After them you go a little bit further you will see teo more archers. Kill them with your arrows.

The marsh part

Keep going and the view will change. You are now in the marsh. Some orcs will pop out of the water and there are some archers up ahead. You have lots of arrows, Use them. Stay close to the rocks for better manuverability. Next you will see a orc standing in the middle of the water. A tentecal will grab him and kill him.

Ahead are a whole bunch of archers. Kill them with your arrows before you go up close because more orcs will come if you go any closer. After you kill the archers go up close and some more orcs will come. There is health in a treasure chest near. Use arrows here too. Keep going and you come to the boss.

=====
boss: The Watcher
=====

You start out on the bank looking at the water. A tentacle will come out of the water and begin to wave around. When it comes to swing at you press B to block it. It will start jiggling in pain in the air. Now you wade in the water and go up to it and chop it off with a speed attack. Watch out for other tentacles while you are doing this. After you chop the tentacle the head will come out of the water. Shoot a arrow at it. You can only hit the head once then it will go down. This is the only way you can damage it. Now go to shallower water and wait for the next tentacle to come up. When it dose, just do what you did before. Keep doing this and the boss will be defeated in no time.

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/-----\  
| Gimli |  
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Aragorn comes with you. Follow the path. To the left there is a treasure chest with experience points in it. Soon Gimli will say, "there are orcs, many of them." Three orcs will then slide down the snow. Kill them and keep following the path. Pretty soon some more orcs will burst out of the side of the cliff. Make sure they are done away with. Keep going and very soon more orcs pop out of the cliff. After you kill them look in the newly formed cave and find a treasure chest with health.

Cutscene

Gimli runs ahead and kills an orc, but another orc sneaks up behind him. Aragorn quickly pulls out an arrow and shoots the orc.

Three archers start shooting at you up ahead. Get them with your throwing axes and run on up. About halfway to where the archers were some orcs will jump down the cliff. You should know what to do with the orcs by now. Keep following the path.

Cutscene

Gimli will suggest that they should pass through the mines of Moria. While he is talking some orcs set up on some cliffs. The orcs will start shooting at you.

Another orc will start running at you. Pick off as many of the archers as you can before he gets to you. When he gets to you use a speed attack or something on him. Then shoot the rest of the archers. Run up to where the archers were. Some orcs will climb up the side of the cliff. For fun you can try kicking them off. There are a bunch of them so don't leave until you are sure they are all gone.

Go up through the tunnel and some orcs will pop out of the walls. Kill them and

keep going(if you need more axes there is a treasure chest near. At the end of the tunnel you will see two archers. Run up and kill them fast because more orcs will come. After you kill all of the orcs continue on the path. More orcs will run at you. After them you go a little bit further you will see two more archers. Kill them with your throwing axes.

The marsh part

Keep going and the view will change. You are now in the marsh. Some orcs will pop out of the water and there are some archers up ahead. If you have any good combos, the marsh would be a good place to use them. Stay close to the rocks for better maneuverability. Next you will see a orc standing in the middle of the water. A tentacle will grab him and kill him.

Ahead are a whole bunch of archers. Kill them with your throwing axes before you go up close because more orcs will come if you go any closer. After you kill the archers go up close and some more orcs will come. Keep going and you come to the boss.

=====
boss: The Watcher
=====

You start out on the bank looking at the water. A tentacle will come out of the water and begin to wave around. When it comes to swing at you press B to block it. It will start jiggling in pain in the air. Now you wade in the water and go up to it and chop it off with a speed attack. Watch out for other tentacles while you are doing this. After you chop the tentacle the head will come out of the water. Shoot an arrow at it. You can only hit the head once then it will go down. This is the only way you can damage it. Now go to shallower water and wait for the next tentacle to come up. When it does, just do what you did before. Keep doing this and the boss will be defeated in no time.

End Mission

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10d. Balin's Tomb
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Mission: Balin's Tomb

Recommended Character: Legolas (good arrows for troll)

Difficulty:**1/2

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| Aragorn |
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On this mission it is every man for himself. When you are Aragorn you will want to use his close combat skills because unlike Legolas, he does not have his powerful arrows. If you have any good combos, this would be a place to try them to get perfect kills. Watch out for the shielded orcs. They can get annoying. If you can manage to kill all the orcs in the room before more come out of the door, then run over to the door to block them from entering. Just keep attacking and the orcs can't get through. Just keep fighting until the cutscene.

Cutscene

The cave troll will come in and hit the tomb with its club.

There won't be as much orcs to worry about now but you should still watch out for them and kill them if they get in your way. Wait untill the troll swings his club, then go in and press Y ONCE, only ONCE, then back up and dwait for him to swing his club again then go in and press Y ONCE. Keep doing this untill the next Cutscene.

Cutscene

the troll will swing its club and hit the wall. The club will break and he will pick up its chain. Aragorn will get up on the wall.

=====
Boss: Cave Troll
=====

There is a orc to the right so take care of him first. The pillars will provide shelter form the chain but will break after a while. There are arrows that keep reappearing to the far right. To kill the troll all you have to do is wait for the troll to swing the chain. Get out of the way and fire 2-3 arrows at him while he recovers. Be warned, because once in a while a orc will make it his life goal just to annoy you and jump up on the ledge. You must quickly kill the orcs when they do this. Sometimes they will drop health. Just keep dodging the chain and firing off arrows to defeat him.

End Mission

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| Legalos |  
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On this mission it is every man for himself. I would use your arrows if you are any good at steping back and shooting. If you have any good combos, this would be a place to try them to get perfect kills. Watch out for the sheilded orcs. They can get anoying. If you can manage to kill the all the orcs in the room before more come out of the door, then run over to the door to block them from entering. Just keep attacking and the orcs can't get through. Just keep fighting untill the Cutscene.

Cutscene

The cave troll will come in and hit the tomb with its club.

There won't be as much orcs to worry about now but you should still watch out for them and kill them if they get in your way. Wait untill the troll swings his club, then go in and press Y ONCE, only ONCE, then back up and dwait for him to swing his club again then go in and press Y ONCE. Keep doing this until the next Cutscene.

Cutscene

the troll will swing its club and hit the wall. The club will break and he will pick up its chain. Legolas will get up on the wall.

=====
Boss: Cave Troll
=====

There is a orc to the right so take care of him first. The pillars will provide shelter form the chain but will break after a while. There are arrows that keep reappearing to the far right. To kill the troll all you have to do is wait for the troll to swing the chain. Get out of the way and fire 3-4 arrows at him while he recovers. Be warned, because once in a while a orc will make it his life goal just to annoy you and jump up on the ledge. You must quickly kill the orcs when they do this. Sometimes they will drop health. Just keep dodging the chain and firing off arrows to defeat him.

End Mission

/-----\
| Gimli |
\-----/

On this mission it is every man for himself. When you are Gimli you will want to use his close combat skills because unlike Legolas, he does not have his powerful arrows. If you have any good combos, this would be a place to try them to get perfect kills. Watch out for the sheilded orcs. They can get anoying. If you can manage to kill the all the orcs in the room before more come out of the door, then run over to the door to block them from entering. Just keep attacking and the orcs can't get through. Just keep fighting untill the Cutscene.

Cutscene

The cave troll will come in and hit the tomb with its club.

There won't be as much orcs to worry about now but you should still watch out for them and kill them if they getin your way. Wait untill the troll swings his club, then go in and press Y ONCE, only ONCE, then back up and dwait for him to swing his club again then go in and press Y ONCE. Keep doing this untill the next Cutscene.

Cutscene

the troll will swing its club and hit the wall. The club will break and he will pick up its chain. Aragorn will get up on the wall.

=====
Boss: Cave Troll
=====

There is a orc to the right so take care of him first. The pillars will provide shelter form the chain but will break after a while. There are arrows that keep reappearing to the far right. To kill the troll all you have to do is wait for the troll to swing the chain. Get out of the way and throw 2-3 axes at him

while he recovers. Be warned, because once in a while a orc will make it his life goal just to annoy you and jump up on the ledge. You must quickly kill the orcs when they do this. Sometimes they will drop health. Just keep dodging the chain and firing off arrows to defeat him.

End Mission

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10e. Amon Hen
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Mission: Amon Hen

Recomended Character: Aragorn (quick close combat skills)

Difficulty:***

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| Aragorn |
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You start out in a little clearing up on a hill with Legolas and Gimli. There are Uruk-hai running at you. There are 16 total Uruk-hai comming at you. At the top cornner of the screen there is a meter that shows the health of Frodo. Next to it is a meter showing the amount of Uruk-hai you have left to kill. You must kill them before Frodo's health runs out. Use your combos to kill most of the orcs. After they are all dead, go right and into the forest. There will be a few more Uruk-hai right at the edge of the forest. Go in a little bit farther and Legalos and Gimli will leave you. Keep going and there will be a Cutscene.

Cutscene

The Uruk-hai leader Lurtz will come into view and yell, "Find the halflings!" then a bunch of orcs will run of into the woods.

Now keep going and the view will change. Up ahead some archers will set up on and by a small brigde going over the path. Right in front of you are a few Uruk-hai. After you kill them go up and kill the archers. When you go under the bridge the view will change. Go a little further and someone will yell "Uruk-hai, attack!" More Uruk-hai will come from off the path. Get ready, there are quite a lot of them.

After you kill them continue on the path, There will be three archers on the path ahead. Shoot arrows at them and dodge their arrows. Keep going and you will come to an area by a broken statue on it's side. There are a lot of Uruk-hai that come in this area. Use combos on them to get perfect kills. After they are dead, kill the archer on top of the statue with arrows. Follow the path and there will be a Cutscene

Cutscene

Three archers run up and yell "die!"

You can not leave this section of path because fire blocks your way. After you kill the three archers the fire will go down. You can now continue on the path.

Cutscene

Frodo hides behind a tree as some Uruk-hai run by.

You should go down to area that is made of stone. There is a archer and a orc waiting for you. After you kill them and begin to go down the stairs the music will change and some more Uruk-hai will come. Also make sure to kill the archers in the doorways. When you kill most of the orcs, go left and down the stairs. Help Gimli and Legalos kill the two orcs. You should have less then 20 orcs left to kill by now.

Cutscene

Aragorn, Legalos and Gimli run onto the bridge and get surrounded by orcs.

Use combos to kill the orcs and B to block the attacks. After you kill enough orcs here, go down to the log in front of the path. You will be taken to the boss.

=====
Boss: Lurtz
=====

This guy is fast! He will block all of your attacks if you are quick enough to even attack him. He starts out shooting arrows at you. He will shoot three arrows then take a short breather. After you block the arrows shoot at him when he takes a breather. Keep shooting and he will have no time to recover. After you do some damage to him he gets tired of his bow and picks up a sword. Now is when you run as fast as you can because he is REALLY FAST. Run near one of the pillars. Try to stay on the opisite side of the pillar from him. The trick is to get him to swing at you and get his sword stuck in a pillar. Once it gets stuck you are free to hack away at him. Be warned, beacuse other Uruk-hai will come to try to annoy you. He will not stay stuck forever. Soon he will break free and you will be off to the races to another pillar. Do the same thing as before. After a few times of getting his sword stuck you will kill him.

End Mission

/-----\
| Legalos |
\-----/

You start out in a little clearing up on a hill with Aragorn and Gimli. There are Uruk-hai running at you. There are 16 total Uruk-hai comming at you. At the top cornner of the screen there is a meter that shows the health of Frodo. Next to it is a meter showing the amount of Uruk-hai you have left to kill. You must kill them before Frodo's health runs out. Use your combos to kill most of the orcs. After they are all dead, go right and into the forest. There will be a few more Uruk-hai right at the edge of the forest. Go in a little bit farther and Aragorn and Gimli will leave you. Keep going and there will be a Cutscene.

Cutscene

The Uruk-hai leader Lurtz will come into view and yell, "Find the halflings!" then a bunch of orcs will run of into the woods.

Now keep going and the view will change. Up ahead some archers will set up on and by a small brigde going over the path. Right in front of you are a few Uruk-hai. After you kill them go up and kill the archers. When you go under the bridge the view will change. Go a little further and someone will yell "Uruk-hai, attack!" More Uruk-hai will come from off the path. Get ready, there are quite a lot of them.

After you kill them continue on the path, There will be three archers on the path ahead. Shoot arrows at them and dodge their arrows. Keep going and you will come to an area by a broken statue on it's side. There are a lot of Uruk-hai that come in this area. Use combos on them to get perfect kills. After they are dead, kill the archer on top of the statue with arrows. Follow the path and there will be a Cutscene

Cutscene

Three archers run up and yell "die!"

You can not leave this section of path because fire blocks your way. After you kill the three archers the fire will go down. You can now continue on the path.

Cutscene

Frodo hides behind a tree as some Uruk-hai run by.

You should go down to area that is made of stone. There is a archer and a orc waiting for you. After you kill them and begin to go down the stairs the music will change and some more Uruk-hai will come. Also make sure to kill the archers in the doorways. When you kill most of the orcs, go left and down the stairs. Help Gimli and Aragorn kill the two orcs. You should have less then 20 orcs left to kill by now.

Cutscene

Aragorn, Legalos and Gimli run onto the bridge and get surounded by orcs.

Use combos to kill the orcs and B to block the attacks. After you kill enough orcs here, go down to the log in front of the path. You will be taken to the boss.

=====
Boss: Lurtz
=====

This guy is fast! He will block all of your attacks if you are quick enough to even attack him. He starts out shooting arrows at you. He will shoot three arrows then take a short breather. After you block the arrows shoot at him when he takes a breather. Keep shooting and he will have no time to

recover. After you do some damage to him he gets tired of his bow and picks up a sword. Now is when you run as fast as you can because he is REALLY FAST. Run near one of the pillars. Try to stay on the opposite side of the pillar from him. The trick is to get him to swing at you and get his sword stuck in a pillar. Once it gets stuck you are free to hack away at him. Be warned, because other Uruk-hai will come to try to annoy you. He will not stay stuck forever. Soon he will break free and you will be off to the races to another pillar. Do the same thing as before. After a few times of getting his sword stuck you will kill him.

End Mission

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/-----\  
| Gimli |  
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You start out in a little clearing up on a hill with Legolas and Aragorn. There are Uruk-hai running at you. There are 16 total Uruk-hai coming at you. At the top corner of the screen there is a meter that shows the health of Frodo. Next to it is a meter showing the amount of Uruk-hai you have left to kill. You must kill them before Frodo's health runs out. Use your combos to kill most of the orcs. After they are all dead, go right and into the forest. There will be a few more Uruk-hai right at the edge of the forest. Go in a little bit farther and Legolas and Aragorn will leave you. Keep going and there will be a cutscene

Cutscene

The Uruk-hai leader Lurtz will come into view and yell, "Find the halflings!" then a bunch of orcs will run off into the woods.

Now keep going and the view will change. Up ahead some archers will set up on and by a small bridge going over the path. Right in front of you are a few Uruk-hai. After you kill them go up and kill the archers. When you go under the bridge the view will change. Go a little further and someone will yell "Uruk-hai, attack!" More Uruk-hai will come from off the path. Get ready, there are quite a lot of them.

After you kill them continue on the path, There will be three archers on the path ahead. Shoot arrows at them and dodge their arrows. Keep going and you will come to an area by a broken statue on its side. There are a lot of Uruk-hai that come in this area. Use combos on them to get perfect kills. After they are dead, kill the archer on top of the statue with axes. Follow the path and there will be a cutscene

Cutscene

Three archers run up and yell "die!"

You can not leave this section of path because fire blocks your way. After you kill the three archers the fire will go down. You can now continue on the path.

Cutscene

Frodo hides behind a tree as some Uruk-hai run by.

You should go down to area that is made of stone. There is a archer and a orc waiting for you. After you kill them and begin to go down the stairs the music will change and some more Uruk-hai will come. Also make sure to kill the archers in the doorways. When you kill most of the orcs, go left and down the stairs. Help Aragorn and Legolas kill the two orcs. You should have less then 20 orcs left to kill by now.

Cutscene

Aragorn, Legolas and Gimli run onto the bridge and get surrounded by orcs.

Use combos to kill the orcs and B to block the attacks. After you kill enough orcs here, go down to the log in front of the path. You will be taken to the boss.

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Boss: Lurtz
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This guy is fast! He will block all of your attacks if you are quick enough to even attack him. He starts out shooting arrows at you. He will shoot three arrows then take a short breather. After you block the arrows fire at him when he takes a breather. Keep firing and he will have no time to recover. After you do some damage to him he gets tired of his bow and picks up a sword. Now is when you run as fast as you can because he is REALLY FAST. Run near one of the pillars. Try to stay on the opposite side of the pillar from him. The trick is to get him to swing at you and get his sword stuck in a pillar. Once it gets stuck you are free to hack away at him. Be warned, because other Uruk-hai will come to try to annoy you. He will not stay stuck forever. Soon he will break free and you will be off to the races to another pillar. Do the same thing as before. After a few times of getting his sword stuck you will kill him.

End Mission

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7f. Fangorn Forest
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Mission: Fangorn Forest

Recommended Character: Aragorn (quick close combat skills)

Difficulty:***

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| Aragorn |
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You start out on a path in the woods. Go forward and break the logs. If you look closely up in the trees you can see some orcs walking around. When you get to the big log in the way three orcs will jump out of it. Back up right away and hold down Y and wait for some goblins to drop out of the trees. When they get close to you let go of Y to kill most of them.

Go in the log. About halfway down the log a new type of Uruk-hai will pop out of the roof of the log. He has a really long sword, is very fast and will block all of your speed and fierce attacks. You can either use the Bane of Saruman or attack him as soon as he drops down before he has time to react and fall over, then stab him. Another way you could kill him would be to get out of the way while he swings his sword all over the place. When he stops to take a breather, you attack. Keep following the path.

Cutscene

Two orcs fly through the trees. What could have done this?

Go around the corner and a troll pops out on the path ahead. To kill this guy go up and dodge his logs. Go up to him and press Y once, and only once. Then back away and let him swing his club. Then go in and press Y once again, then back away. Keep doing this until he is dead. Then go break the fence and go through

Cutscene

There are some orcs playing around a big hole. You sneak up behind them and they don't notice you because they are too busy pushing each other in.

Fire an arrow at one of the orcs that does not have a shield. They will turn around and come at you. Try to use fierce attacks to break the shields. If you are close enough, you can press X to kick them in the hole. After you kill them all go to the back of the camp to get health in a chest. Go out to the stream. The view will change and there will be a shielded orc and two archers. Run up, kill the shielded orc, and kick the two archers of the waterfall.

Follow the stream. When the water gets deeper some orcs will pop out. Kill them and keep following the stream. When you get to the end, go in the cave. Keep going and a troll will pop out. Kill him as you killed the other troll. Keep going through the cave until you get to the vines. When you break the vines, a berserker pops out. Kill him the same way as you have killed the other. Continue along the path. Some more orcs will jump out at you. (Man, this is one scary level.) Kill them and then kill the archer. After they are dead, go up into the little clearing and many, and many, goblins will drop down from the trees. Keep going after you kill the goblins.

Cutscene

Two trolls come out and make waste of some orcs

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Boss: Two Trolls
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You can either go to the left and break the logs to get to them or you can go right and break the vines. I would break the vines because if you go that way then you only have to face one troll at a time. Once you get to them from the right side there will be one in front and one in back. The one in the front is the only one that can hurt right now. You can defeat the trolls by using the hit and run strategy. Which is going up and pressing Y once and

only once the backing away to let him swing his club. Then go up again and press Y once, then backing away. You can do that until they are both dead. Another way would be to use your attack where you hold Y then let go. If you have the fully upgraded attack of this then it will only take one swing. The last way would be to go up and press Y once so you only swing your sword up, then press Y again to swing your sword up before he has time to react. Keep repeating that to kill them. That way takes the most practice though.

End Mission

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| Legalos |  
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You start out on a path in the woods. Go forward and break the logs. If you look closely up in the trees you can see some orcs walking around. When you get to the big log in the way three orcs will jump out of it. Back up right away and hold down Y and wait for some goblins to drop out of the trees. When they get close to you let go of Y to kill most of them.

Go in the log. About halfway down the log a new type of Uruk-hai will pop out of the roof of the log. He has a really long sword, is very fast and will block all of your speed and fierce attacks. You can either use the Bane of Saruman or attack him as soon as he drops down before he has time to react and fall over, then stab him. Another way you could kill him would be to get out of the way while he swings his sword all over the place. When he stops to take a breather, you attack. Keep following the path.

Cutscene

Two orcs fly through the trees. What could have done this?

Go around the corner and a troll pops out on the path ahead. To kill this guy go up and dodge his logs. Go up to him and press Y once, and only once. Then back away and let him swing his club. Then go in and press Y once again, then back away. Keep doing this until he is dead. Then go break the fence and go through

Cutscene

There are some orcs playing around a big hole. You sneak up behind them and they don't notice you because they are too busy pushing each other in.

Fire an arrow at one of the orcs that does not have a shield. They will turn around and come at you. Try to use fierce attacks to break the shields. If you are close enough, you can press X to kick them in the hole. After you kill them all go to the back of the camp to get health in a chest. Go out to the stream. The view will change and there will be a shielded orc and two archers. Run up, kill the shielded orc, and kick the two archers of the waterfall.

Follow the stream. When the water gets deeper some orcs will pop out. Kill them and keep following the stream. When you get to the end, go in the cave. Keep going and a troll will pop out. Kill him as you killed the other troll. Keep going through the cave until you get to the vines. When you break the vines, a berserker pops out. Kill him the same way as you have killed the other. Continue along the path. Some more orcs will jump out at you. (Man, this is one

scary level.) Kill them and then kill the archer. After they are dead, go up into the little clearing and many, and many, goblins will drop down from the trees. Keep going after you kill the goblins.

Cutscene

Two trolls come out and make waste of some orcs

=====
Boss: Two Trolls
=====

You can either go to the left and break the logs to get to them or you can go right and break the vines. I would break the vines because if you go that way then you only have to face one troll at a time. Once you get to them from the right side there will be one in front and one in back. The one in the front is the only one that can hurt right now. You can defeat the trolls by using the hit and run strategy. Which is going up and pressing Y once and only once the backing away to let him swing his club. Then go up again and press Y once, then backing away. You can do that until they are both dead. Another way would be to use your attack where you hold Y then let go. If you have the fully upgraded attack of this then it will only take one swing. The last way would be to go up and press Y once so you only swing your sword up, then press Y again to swing your sword up before he has time to react. Keep repeating that to kill them. That way takes the most practice though.

End Mission

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| Gimli |  
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You start out on a path in the woods. Go forward and break the logs. If you look closely up in the trees you can see some orcs walking around. When you get to the big log in the way three orcs will jump out of it. Back up right away and hold down Y and wait for some goblins to drop out of the trees. When they get close to you let go of Y to kill most of them.

Go in the log. About halfway down the log a new type of Uruk-hai will pop out of the roof of the log. He has a really long sword, is very fast and will block all of your speed and fierce attacks. You can either use the Bane of Saruman or attack him as soon as he drops down before he has time to react and fall over, then stab him. Another way you could kill him would be to get out of the way while he swings his sword all over the place. When he stops to take a breather, you attack. Keep following the path.

Cutscene

Two orcs fly through the trees. What could have done this?

Go around the corner and a troll pops out on the path ahead. To kill this guy go up and dodge his logs. Go up to him and press Y once, and only once. Then back away and let him swing his club. Then go in and press Y once again, then back away. Keep doing this until he is dead. Then go break the fence and go through

Cutscene

There are some orcs playing around a big hole. You sneak up behind them and they don't notice you because they are too busy pushing each other in.

Throw an axe at one of the orcs that does not have a sheild. They will turn around and come at you. Try to use fierce attacks to break the sheilds. If you are close enough, you can press X to kick them in the hole. After you kill them all go to the back of the camp to get health in a chest. Go out to the stream. The view will change and there will be a sheilded orc and two archers. Run up, kill the sheilded orc, and kick the two archers of the waterfall.

Follow the stream. When the water gets deeper some orcs will pop out. Kill them and keep following the stream. When you get to the end, go in the cave. Keep going and a troll will pop out. Kill him as you killed the other troll. Keep going through the cave until you get to the vines. When you break the vines, a berserker pops out. Kill him the same way as you have killed the other.

Continue along the path. Some more orcs will jump out at you. (Man, this is one scary level.) Kill them and then kill the archer. After they are dead, go up into the little clearing and many, and many, goblins will drop down from the trees. Keep going after you kill the goblins.

Cutscene

Two trolls come out and make waste of some orcs

=====
Boss: Two Trolls
=====

You can either go to the left and break the logs to get to them or you can go right and break the vines. I would break the vines because if you go that way then you only have to face one troll at a time. Once you get to them from the right side there will be one in front and one in back. The one in the front is the only one that can hurt right now. You can defeat the trolls by using the hit and run strategy. Which is going up and pressing Y once and only once the backing away to let him swing his club. Then go up again and press Y once, then backing away. You can do that until they are both dead. Another way would be to use your attack where you hold Y then let go. If you have the fully upgraded attack of this then it will only take one swing. The last way would be to go up and press Y once so you only swing your sword up, then press Y again to swing your sword up before he has time to react. Keep repeating that to kill them. That way takes the most practice though.

End Mission

10g. Plains of Rohan

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Mission: Plains of Rohan

Recomended Character: Gimli (close combat Skills)

Difficulty: ****

NOTE: I HAVE THE SAME STRATEGY FOR EACH CHARACTER ON THE ROHAN LEVELS

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Up in the top left corner there is a meter that shows the total health of the villagers. You can not let this meter run out. Do this by keeping the Uruk-hai from killing the villagers

This level is pretty hard to beginners and when it is on Hard. Ok, first there will be some opening cinematics of the village beign under attack. Then you come in with gandalf. First you start outside the village. Up ahead there are two Uruk-hai. If you have the Bane of Saruman then use it. If you don't then use the A A Y move to kill the first one to get your skill meter up. Kill the second one with a combo of any kind. Now go into the village

Cutscene

You walk into the village and Gandalf says, "We must save everyone we can, or this village will fall." Then he does this big attack to kill lots of orcs.

You should go right where the rest of the Uruk-hai are and use combos to kill the rest of them before they kill any of the villagers in the area. After you kill all of the Uruk-hai Gandalf will break a door open then leave to do other stuff. Go in the door and break the barrels near the fire to let the villagers out. If you are quick enough, you can go around the counter to get experience points before the next Cutscene.

Cutscene

There are some Uruk-hai beating up villagers up on the next floor. One villager gets knocked off and falls onto the fire blocking your path and putting it out.

Get ready, because a Uruk-hai will come in the door after the Cutscene. Make sure to kill him before he gets to kill any villagers. Now go up the stairs. Break the tables in your way and get to the enemies. Use powerfull combos to take out the Uruk-hai. After they are dead, kill the archer in the doorway and go out that door. Up ahead there are some villagers running from a beserker Uruk-hai. You can either stand back and take a long time shooting arrows at that guy. He can take at least 7 arrows before going down. Or you can run up closer and dodge his attacks while he swings around maddly. When he hits the ground after his swings and stops to catch his balance you should go in to attack him and make him fall over. Then stab him on the ground.

Keep going and kill the archers. On the other side of the ramp you just came down there is a bunch of flaming wood blocking the path. Shoot the barrels on the other side to put out the fire. Then break the barrels and go up. You should save the villagers from the two orcs then you will see a villager will run out of the house in flames. He will roll over and die. Go in the house and down the stairs. When you are on the stairs a Uruk-hai will come. Kill him just as you kill other Uruk-hai.

Keep going down the stairs. When you get to the bottom and go forward a orc will burst in the door. Kill him and go outside to find a whole lot of Uruk-hai. Thankfully, Gandalf comes back to help you. Try to kill the orcs as fast as you can and get to the other side of the area as fast as you can

because a berserker will come out up on the platform ahead and start to attack the villagers. Hit him with arrows as fast as you can. After every orc is dead, go left and break the wood and go up the path.

Cutscene

There is a big battle going on. A couple of the Uruk-hai make their way to two villagers and throw them into a house then block the entrance.

You have to get over there and break the wood blocking the door as fast as you can. The health of the two villagers is now added below the health meter of the villagers. After you break the wood you should watch out for the beserker Uruk-hai and kill the rest with combos. After all the Uruk-hai are dead the level is over.

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10h. The West Fold
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Mission: The West Fold

Recomended Character: Legalos (good arrows)

Difficulty:***
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This is a good level to use arrows. When you start out there will be some orcs running at you. Shoot the explosives on the ground when the orcs get near them. The orcs will instantly die. Now go up and shoot the rest of the explosives to kill the archer. Go up the path and the view will change. There will be some Uruk-hai running at you. Wait until they get near the explosives, then fire! Now go forward and eliminate the rest of the enemies and explosives. Cross the river and kill the orcs that run at you. Then kill the sheilded orc right ahead.

Go down the hill, as you turn the corner pull out your bow and fire at the enemies running up the hill at you. Then go down and use combos to take out as many enemies as you can quickly because Exploding Uruk-hai will be comming. You have to keep switching between firing arrows at the Exploding Uruk-hai and kill the other orcs up close. After the orcs are dead you can now put all of your attention on the Exploding Uruk-hai. They will never stop comming from the other side of the gate if you stay far away. Slowly advance and shoot them as they come at you. Once you get to the gate they will stop comming. Go through the gate and there will be a cutscene.

Cutscene

There are a lot of Uruk-hai advancing through the path. Some Rohan soliders run out and try to hold them at the gate.

Go through the gate and kill the sheilded orc. Go down to the battle and shoot the explosives to get rid of the guys fast. Go through the big gate and the view will change. Comming down the hill up ahead is a whole lot of Uruk-hai and Exploding Uruk-hai. I would stand back and shoot arrows and let the guy with

you go up and take out most of the enemies because he can't die. You are going to have to use the slowing advancing strategy again because the Exploding Uruk-hai just keep coming. Once you get up to the top you will see a big battle. Shoot all of the explosives to kill everybody. Then go left and break the wood to come to the next cutscene.

Cutscene

There are orcs loading explosives onto carts near a windmill across the lake.

First kill the two archers. Then proceed to cross the lake. When you get out on the lake a orc will pop out of the water. Kill him and shoot any Exploding Uruk-hai coming from the other side of the lake. Keep going and another orc will pop out of the water. Kill him and keep going. When you get close enough to the other side of the lake try to aim for the carts with explosives on them. If you shoot the carts, they will blow up and you will beat the level.

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10i. Gap of Rohan
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Mission: Gap of Rohan

Recommended Character: anybody (wargs are easy to kill)

Difficulty:**

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This is a short level. The Wolves of Isengard are attacking, you must defeat them. You start out in a small village in ruins. There are two Wargs with you. Shooting arrows is the easiest way to kill them. If they charge at you, all you have to do is press B to parry. After both of the Wargs are dead run to the odd looking wood in the building and break it. The building colapses and Gimli and Legalos can not follow you.

Cutscene

Some more Warg Riders come and the leader says, "Make them fear the wolves of Isengard."

Two Wargs will come at a time. Kill them as the other Wargs. After the first Wargs are dead the Warg leader comes. Here is how you beat him:

The Warg leader is almost like the other warg riders except he carries a saber instead of a bow. He will walk around, then charge at you. When he charges, all you have to do is press B to block. You will fall over when you block, but you won't lose any health. He will charge twice, then he will rear up on his back legs. This is when you run up and start attack with combos. Then you go back and get ready to dodge. Every three charges the leader will send a regular warg rider with a bow to attack you. Just shoot them with your arrows. When the leader rears up again, attack him. Keep doing this until he is dead.

That is the end of the level.

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10j. H.D. The Deeping Wall
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Mission: Helms Deep: The Deeping Wall

Recomended Character: Legalos (you then have Aragorn and Gimli defending the sides of the wall and that is a good thing.)

Difficulty:****

note: Here is a map to give you a better discription of the level X's are where the ladders come up and the letters indicate where Aragorn(A), Legalos(L), and Gimli(G) usually stand.

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      |--X--|
      |    |
      |    |
      X    X
      |    |
---X---X---|    |---X---X---X---|
|      A      |    |      L  G      |
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| Aragorn |  
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This level is very small. You have to defend the wall by not getting overrun by orcs. There are three parts of the wall: the two ends and the middle part sticking out. Gimli and Legalos will both take a end to defend. There are also some Elven Soliders to help you. Up in the top is a meter that tells where the ladders are currently up and how many orcs are on the wall. DO NOT let the bar go all the way across the meter or you will fail the level. You have to run around and kill the orcs and knock the ladders down. Your main goal should be to knock the ladders down. Only kill enemies if they are absolutly in your way, or if the bar on the meter is almost across to the other side. So just run around and knock the ladders down and kill orcs untill the first cutscene.

Cutscene

There are orc archers on the ground that fire arrows up.

You now have to watch out for arrows from the ground. This is also helpful because the arrows will kill a lot of enemies as well as your allies. After some time, the enemies will get harder. Uruk-hai and Berserkers will start comming.

Cutscene

The Uruk-hai on the ground now start launching explosives with catapults

Watch out for the bombs, they do a lot of damage. They will greatly help you

keep most of the enemies off the wall. Just keep doing as before by knocking off ladders and killing enemies. Pretty soon the music will start to change and reinforcements will come and take care of the rest of the orcs on the wall.

End Mission.

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/-----\  
| Legalos |  
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This level is very small. You have to defend the wall by not getting overrun by orcs. There are three parts of the wall: the two ends and the middle part sticking out. Gimli and Aragorn will both take a end to defend. There are also some Elven Soliders to help you. Up in the top is a meter that tells where the ladders are currently up and how many orcs are on the wall. DO NOT let the bar go all the way across the meter or you will fail the level. You have to run around and kill the orcs and knock the ladders down. Your main goal should be to knock the ladders down. Only kill enemies if they are absolutly in your way, or if the bar on the meter is almost across to the other side. For Legalos you should use arrows if you have good powerfull ones. Just run around and knock the ladders down and kill orcs untill the first cutscene.

Cutscene

There are orc archers on the ground that fire arrows up.

You now have to watch out for arrows from the ground. This is also helpful because the arrows will kill a lot of enemies as well as your allies. After some time, the enemies will get harder. Uruk-hai and Berserkers will start comming.

Cutscene

The Uruk-hai on the ground now start launching explosives with catapults

Watch out for the bombs, they do a lot of damage. They will greatly help you keep most of the enemies off the wall. Just keep doing as before by knocking off ladders and killing enemies. Pretty soon the music will start to change and reinforcements will come and take care of the rest of the orcs on the wall.

End Mission

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/-----\  
| Gimli |  
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This level is very small. You have to defend the wall by not getting overrun by orcs. There are three parts of the wall: the two ends and the middle part sticking out. Gimli and Legalos will both take a end to defend. There are also some Elven Soliders to help you. Up in the top is a meter that tells where the ladders are currently up and how many orcs are on the wall. DO NOT let the bar go all the way across the meter or you will fail the level. You have to run around and kill the orcs and knock the ladders down. Your main goal should be to knock the ladders down. Only kill enemies if they are absolutly in your way, or if the bar on the meter is almost across to the other side. So just run around and knock the ladders down and kill orcs untill the first cutscene.

Cutscene

There are orc archers on the ground that fire arrows up.

You now have to watch out for arrows from the ground. This is also helpful because the arrows will kill a lot of enemies as well as your allies. After some time, the enemies will get harder. Uruk-hai and Berserkers will start comming.

Cutscene

The Uruk-hai on the ground now start launching explosives with catapults

Watch out for the bombs, they do a lot of damage. They will greatly help you keep most of the enemies off the wall. Just keep doing as before by knocking off ladders and killing enemies. Pretty soon the music will start to change and reinforcements will come and take care of the rest of the orcs on the wall.

End Mission

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10k. H.D. Breached Wall
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Mission: Helms Deep: Breached Wall

Recomended Character: Aragorn (arrows and good close combat)

Difficulty:***** (very hard!)

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| Aragorn |
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This is one of the Hardest levels. It took me the longest to beat out of the whole game.

You have to protect a door to keep the villagers safe. The door is near the back of the level. First a WHOLE LOT of exploding Uruk-hai will come. You should kill them the smart way, with your arrows. If you need more arrows, you're going to have to venture out were it is not as safe to get arrows were you killed enemies. Soon sheilded orcs will start comming. You can kill them if you shoot a arrow at a exploding Uruk-hai neat them. Eventully, a lot of sheilded orcs will come. One or two of them might attack you, but most of them will head straight for the door. Kill them with either some combos or hold down Y to kill most of them.

If you are in the common pleasent postion when there are about a million orcs knocking on the door, you could just let a exploding Uruk-hai come near and blow himself up and killing all of the others. Just make sure you don't get blown up too. Also make sure that you are pretty good at killing berserker Uruk-hai by now because a few are going to show up.

Cutscene

A bunch of archers fire and come in.

Try to pick off as many archers as you can before a Uruk-hai comes at you. If there are still some left you can shoot a exploding Uruk-hai that is comming near them to kill the rest.

Cutscene

The Uruk-hai are preparing a catapult while you see a cave troll start walking in.

More exploding Uruk-hai start comming. Now a cave troll starts comming at you. You should go in a press Y once then back away and let him swing, then repeat. When you back away you should take that time to fire at any exploding Uruk-hai that are comming. Keep doing this until he is dead.

Cutscene

The Uruk-hai bring in the catapult

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Boss: Catapult
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After a lot a "door protecting" the orcs wheel in a catapult. It has three sides of wood panels. You need to destroy the panels. This is not as easy as it sounds. There are tons of orcs guarding the catapult and it is shooting at the door which you still need to protect. First abandon the door and run up and kill the Uruk-hai leader coming at you. Then run up and kill some of the guys will combos and bane moves. Then ignore the rest and head for the catapult. Use your attack that has to charge up (Y). This will get rid of the panels quickly. Only kill guys if they get in your way. After you destroy the three sides you beat the level.

End Mission

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/-----\  
| Legalos |  
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This is one of the Hardest levels. It took me the longest to beat out of the whole game.

You have to protect a door to keep the villagers safe. The door is near the back of the level. First a WHOLE LOT of exploding Uruk-hai will come. You should kill them the smart way, with your arrows. If you need more arrows, you're going to have to venture out were it is not as safe to get arrows were you killed enemies. Soon sheilded orcs will start comming. You can kill them if you shoot a arrow at a exploding Uruk-hai neat them. Eventully, a lot of sheilded orcs will come. One or two of them might attack you, but most of them will head straight for the door. Kill them with either some combos or hold

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Cutscene

A bunch of archers fire and come in.

Try to pick off as many archers as you can before a Uruk-hai comes at you. If there are still some left you can shoot an exploding Uruk-hai that is coming near them to kill the rest.

Cutscene

The Uruk-hai are preparing a catapult while you see a cave troll start walking in.

More exploding Uruk-hai start coming. Now a cave troll starts coming at you. You should go in and press Y once then back away and let him swing, then repeat. When you back away you should take that time to fire at any exploding Uruk-hai that are coming. Keep doing this until he is dead.

Cutscene

The Uruk-hai bring in the catapult

=====
Boss: Catapult
=====

After a lot a "door protecting" the orcs wheel in a catapult. It has three sides of wood panels. You need to destroy the panels. This is not as easy as it sounds. There are tons of orcs guarding the catapult and it is shooting at the door which you still need to protect. First abandon the door and run up and kill the Uruk-hai leader coming at you. Then run up and kill some of the guys with combos and bane moves. Then ignore the rest and head for the catapult. Use your attack that has to charge up (Y). This will get rid of the panels quickly. Only kill guys if they get in your way. After you destroy the three sides you beat the level.

End Mission

```
/-----\  
| Gimli |  
\-----/
```

This is one of the Hardest levels. It took me the longest to beat out of the whole game.

You have to protect a door to keep the villagers safe. The door is near the

back of the level. First a WHOLE LOT of exploding Uruk-hai will come. You should kill them the smart way, with your axes. If you need more axes, you're going to have to venture out were it is not as safe to get axes were you killed enemies. Soon sheilded orcs will start comming. You can kill them if you shoot a arrow at a exploding Uruk-hai neat them. Eventully, a lot of sheilded orcs will come. One or two of them might attack you, but most of them will head straight for the door. Kill them with either some combos or hold down Y to kill most of them.

If you are in the common pleasent postion when there are about a million orcs knocking on the door, you could just let a exploding Uruk-hai come near and blow himself up and killing all of the others. Just make sure you don't get blown up too. Also make sure that you are pretty good at killing berserker Uruk-hai by now because a few are going to show up.

Cutscene

A bunch of archers fire and come in.

Try to pick off as many archers as you can before a Uruk-hai comes at you. If there are still some left you can shoot a exploding Uruk-hai that is comming near them to kill the rest.

Cutscene

The Uruk-hai are preparing a catapult while you see a cave troll start walking in.

More exploding Uruk-hai start comming. Now a cave troll starts comming at you. You should go in a press Y once then back away and let him swing, then repeat. When you back away you should take that time to fire at any exploding Uruk-hai that are comming. Keep doing this until he is dead.

Cutscene

The Uruk-hai bring in the catapult

=====
Boss: Catapult
=====

After a lot a "door protecting" the orcs wheel in a catapult. It has three sides of wood panels. You need to destroy the panels. This is not as easy as it sounds. There are tons of orcs guarding the catapult and it is shooting at the door which you still need to protect. First abandon the door and run up and kill the Uruk-hai leader coming at you. Then run up and kill some of the guys will combos and bane moves. Then ignore the rest and head for the catapult. Use your attack that has to charge up (Y). This will get rid of the panels quickly. Only kill guys if they get in your way. After you destroy the three sides you beat the level.

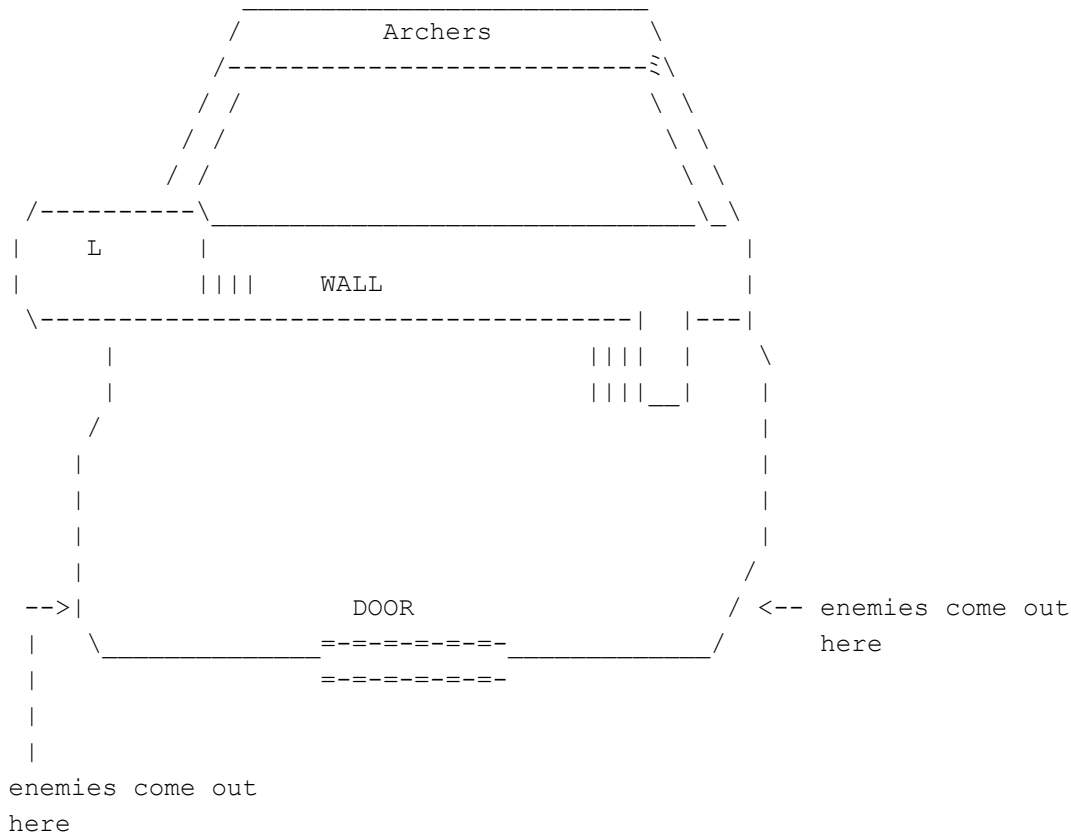
End Mission
=====

Mission: Helms Deep: Hornburg Courtyard

Recomended Character: Aragorn (quick fighting skills)

Difficulty:*****

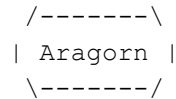
Here is a map to give you a better view at the level.



It says archers where the archers will be when the guy says "archers on the wall"

The "L" is were Legalos will be when he needs you help

||||| indicates stairs



AHH, the last level, and a pretty good one too. You have to protect yet another door, except this is a really big door. There are going to be more orcs here in one spot then on any other level. They just keep coming. You are hopeless with your arrows so you should just use combos. The best combo to use is the Swift Terror (A,A,Y). You have to use combos constantly the whole level. Your fingers will be ready to fall off after this level. Just stay close to the door and keep killing until the cutscene.

Cutscene

Legalos is up on the wall and he needs help.

You have to leave the door for a breif period and go up the stairs in the back to save Legalos. Don't worry about killing orcs in your way, just follow the wall to Legalos. When you get to him kill the Uruk-hai and head back to the wall. After some more fighting somebody will yell, "archers on the wall!" Now you have to go back to the wall and fire acrows at the archers on the other side. Make sure you get them all. They are lined up all across the wall. When you kill them go back to the door for some more constantly used combos. Now you have to watch out for lots of Uruk-hai.

Cutscene

Two cave trolls jump over the wall and start knocking on the door

=====
Boss: Two Cave Trolls
=====

While you are fighting the enemies in the courtyard, two cave trolls jump over the wall and start knocking on the wooden wall. Now you have to kill the trolls and watch out for the beserker Uruk-hai with long swords. Keep an eye out for health, you will need it. The best way would be to charage up your weapon on the trolls to take them out quickly. You could also use the hit and run strategy like on other trolls. After you kill the trolls you beat the level

That is the end of the game.

```
/-----\  
| Legalos |  
\-----/
```

AHH, the last level, and a pretty good one too. You have to protect yet another door, except this is a really big door. There are going to be more orcs here in one spot then on any other level. They just keep comming. Hopefully you have at least Dragonfire arrows. Just stay back to one side and fire like crazy. If you need more arrows, just go into themiddle were all of your victims dropped arrows. If you don't use arrows then you should use constant combos. Keep killing untill the cutscene.

Cutscene

Aragorn is up on the wall and he needs help.

You have to leave the door for a breif period and go up the stairs in the back to save Aragorn. Don't worry about killing orcs in your way, just follow the wall to Atagorn. When you get to him kill the Uruk-hai and head back to the wall. After some more fighting somebody will yell, "archers on the wall!" Now you have to go back to the wall and fire across at the archers on the other side. Make sure you get them all. They are lined up all across the wall. When you kill them go back to the door for some more constantly used combos. Now you have to watch out for lots of Uruk-hai.

Cutscene

Two cave trolls jump over the wall and start knocking on the door

=====
Boss: Two Cave Trolls
=====

While you are fighting the enemies in the courtyard, two cave trolls jump over the wall and start knocking on the wooden wall. Now you have to kill the trolls and watch out for the beserker Uruk-hai with long swords. Keep an eye out for health, you will need it. The best way would be to charge up your weapon on the trolls to take them out quickly. You could also use the hit and run strategy like on other trolls. After you kill the trolls you beat the level

That is the end of the game.

/-----\
| Gimli |
\-----/

AHH, the last level, and a pretty good one too. You have to protect yet another door, except this is a really big door. There are going to be more orcs here in one spot then on any other level. They just keep coming. You are hopeless with your axes so you should just use combos. The best combo to use is the Swift Terror (A,A,Y). You have to use combos constantly the whole level. Your fingers will be ready to fall off after this level. Just stay close to the door and keep killing until the cutscene.

Cutscene

Legalos is up on the wall and he needs help.

You have to leave the door for a brief period and go up the stairs in the back to save Legalos. Don't worry about killing orcs in your way, just follow the wall to Legalos. When you get to him kill the Uruk-hai and head back to the wall. After some more fighting somebody will yell, "archers on the wall!" Now you have to go back to the wall and throw axes at the archers on the other side. Make sure you get them all. They are lined up all across the wall. When you kill them go back to the door for some more constantly used combos. Now you have to watch out for lots of Uruk-hai.

Cutscene

Two cave trolls jump over the wall and start knocking on the door

=====
Boss: Two Cave Trolls
=====

While you are fighting the enemies in the courtyard, two cave trolls jump over the wall and start knocking on the wooden wall. Now you have to kill the trolls and watch out for the beserker Uruk-hai with long swords. Keep an eye out for health, you will need it. The best way would be to charge up your

weapon on the trolls to take them out quickly. You could also use the hit and run strategy like on other trolls. After you kill the trolls you beat the level

That is the end of the game.

Finally, Now the rest of this FAQ.

=====

10m. Secret Level: Tower of Orthnac

=====

This level is made up of 20 circular floors

There is a certain amount of guys on each floor.

You can't pick up any health on this level. Though you do gain some after each floor.

=====

floor 1

5 Uruk-Hai

=====

Use either the Bane of Saruman or other combos to kill them. Try not to lose much health because you will need it.

=====

floor 2

4 Shielded Orcs
2 Uruk-Hai

=====

Ahh, I hate the levels with sheilded orcs. Stay right where you are in the middle and charge up your Y attack. Wait until they get close, the release the attack on them. That should break their sheilds. Just finish them off with any kind of attack.

=====

floor 3

4 Orcs
2 Uruk-Hai

=====

You can use the bane moves, or other combos. Just make sure to parry their attacks so you don't get too much damage.

=====

floor 4

3 Uruk-Hai
4 Shielded Orcs

=====

Same as floor 2

=====
floor 5

3 Orcs
3 Shielded Orcs
=====

Fierce attacks and combos should work well here.

=====
floor 6

7 Orc Archers
=====

This is a easy level to not lose any health on. Go to the outside of the circle and make your way around blocking their arrows when they shoot and killing them when you come up to them.

=====
floor 7

4 Orc Archers
2 Orcs
2 Uruk-Hai
=====

You can either kill the archers first or kill the others first. I like to use combos on the other enemies first, then move to the archers

=====
floor 8

4 Orc Archers
4 Shielded Orcs
=====

Fierce attacks and combos on the orcs, then kill the archers either with arrows or speed attacks.

=====
floor 9

4 Orc Archers
3 Shielded Orcs
2 Orcs
=====

same as floor 7
=====

floor 10

6 Uruk-Hai
4 Orc Archers
=====

Use the Bane of Saruman on the Uruk-hai, then kill the archers

=====

floor 11

8 Orc Archers

=====

Same as floor 6

=====

floor 12

4 Orcs

2 Orc Archers

2 Uruk-Hai

=====

Same as floor 7

=====

floor 13

4 Orc Archers

4 Uruk-Hai

=====

same as floor 10

=====

floor 14

4 Uruk-Hai

2 Shielded Orcs

2 Orc Archers

=====

Use bane moves on the orcs and Uruk-hai, or just use combos on the them, which ever is easier for you. Then use arrows to take out the archers quickly.

=====

floor 15

1 Cave Troll

4 Orc Archers

=====

Take out the archers first so it can be just you and the troll. This is one of easy cave trolls. Just kill him as you kill other trolls.

=====

floor 16

2 Uruk-Hai

2 Orc Archers

=====

I think this is the level with a couple of berserkers. Kill them with the bane move. Then kill the archers.

=====

floor 17

4 Uruk-Hai
3 Orc Archers
=====

Bane moves and combos on the orcs and Uruk-hai, then use arrows on the archers.

=====

floor 18

1 Cave Troll
1 Uruk-Hai
3 Orc Archers
=====

Kill the berserker with the Bane of Saruman, then kill the archers. Now you can kill the troll with out any interference.

=====

floor 19

2 Cave Trolls
2 Orc Archers
2 Orcs
=====

I like to run around the outside of the area while the trolls and orcs chase you. When you are running, kill the archers when you come to them. The trolls aren't very smart and will accidently hurt their allies when trying to hurt you. When you have some space, use your powerfull attack that charges up to kill one of the trolls. Just do that again to the other troll.

=====

floor 20

2 Shielded Cave Trolls
1 Cave Troll
2 Olog-hai
2 Orc Archers
=====

Do the same as floor 19. Except there are two Olog-hai and there are a few more enemies.

```
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11. Game tips

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  +=-*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*  
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```

If you have any game tips you would like to send then send them to
Namod65@yahoo.com

here is a tip submitted from "Dodo of Downen"

When fighting the Warg Captain after you see him rear up power up a
If (acquired) fire Fierce attack, It'll take him down faster.

here is a tip submitted from "Clevercugel"

Combos work best here. Charge past the guards and keep stringing combos
together. You will hit the guards and the catapult and kill it in no time
flat. You may want to take archers out first though.

here is a tip submitted from "Clevercugel"

Don't get hit by the tentacles. Deflect and slice them off to make him surface.
shoot him. Repeat. Piece of cake.

Here is a tip submitted from "Clevercugel"

If you do a basic combo (Aragorn) weak weak strong (forget the name) while he
is stuck you can power up and kill him with one hit. I have even taken him out
while he is running around.

Here is a tip submitted from "Sole Survivor"

Beserker Uruk-Hai best defeated with Rising Attack (if you fall) then R to
finish him off, Charge Attack then R, or Charged Fierce Attack (if not dead) R

Here is a tip submitted from "Shrillerbud"

when fighting the sword-wielder orcs use dragon-fire arrows with legolas to kill
them with 1 hit

Here is a tip submitted from "SuPaSaIyAnLiNk"

when fighting a troll, instead of doing the hit and run strategy, hit him once
with a fierce attack, jump back and right after he swings his club, run up to
him and charge your fierce attack. that should take him out in 1 hit

Here is a tip submitted from "BabyLarva"

when fighting a troll, instead of doing the hit and run strategy, hit him once
with a fierce attack, jump back and right after he swings his club, run up to
him and charge your fierce attack. that should take him out in 1 hit.

"Dodo of Downen" for submitting a tip for the Warg Leader

"Sole Survivor" for submitting a on Berserkers

"Shrillerbud" for submitting a on Berserkers

"SuPaSaIyAnLiNk" for submitting a tip on cave trolls

"BabyLarva" for submitting a tip on cave trolls

"Aen05" for submitting a tip on Uruk-hai archers

"Michael Bradley-Robbins" for submitting a tip on wargs

```
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13. Cheats

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```

To Enter these codes, pause the game and hold L and R and enter the code.

Note: Codes with * can only work after you beat the game.

I may not have the right codes marked with a * so please email me if you see any mistakes.

A, A, Down, Down
All last level upgrades

Y, X, Y, X
All Upgrades

*B, B, X, X
Devastating attacks

*B, X, A, Y
Infinite arrows and axes

A, Down, Down, Down
Instant 1000 Experience

*Y, B, A, X
Invincibility

X, Right, X, Right
Level 2 Skills

Y, Up, Y, Up
Level 4 Skills

B, Left, B, Left.
Level 6 Skills

A, A, Down, Down.

Level 8 Skills

A, Down, Y, Up

Refill Long Range Meter

A, Down, Y, Up

Restore Ammo

Y, Down, A, Up

Restore life to 100%

*Y, X, A, B

Slow motion

*Y, Y, A, A

Small enemies

=====
Interviews and other goodies
=====

Interviews/Goodies	Requierments
Interview with Peter Jackson and Barrie Osborne	Beat the first level
Interview with Elijah Wood	Beat the first level
Interview with Ian McKellen	Beat the first level
Making of "The Two Towers" video game	Beat the first level
Concept Art	Beat the first level
"The Fellowship of the Ring" production photos	Beat Balin's Tomb
Fangorn Forest and Orthnac production photos	Beat Fangorn Forest
Rohan and Helm's Deep production photos	Beat Plains of Rohan
Interview with John Rhys-Davies	Reach level 5 with Gimli
Interview with Orlando Bloom	Reach level 5 with Legolas
Interview with Viggo Mortensen	Reach level 5 with Aragorn
SECRET MISSION - ARAGORN Tower of Orthanc	Beat Helm's Deep: Hornburg Courtyard & reach Level 10 with Aragorn
SECRET MISSION - LEGOLAS	Beat Helm's Deep: Hornburg Courtyard & reach Level 10 with Legolas

SECRET MISSION - GIMLI	Beat Helm's Deep: Hornburg	
	Courtyard & reach Level 10 with	
	Gimli	
----- -----		
SECRET CHARACTER	Beat secret mission with any	
	character	
----- -----		
SECRET MISSION - SECRET CHARACTER	Beat secret mission with any	
	character	
----- -----		

```

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14. hosting log

```

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```

These are the sites that this FAQ is currently on. If you want to put this FAQ on your site, then you must email me. If you are reading this FAQ from a site that is not listed below, please email me.

- www.gamefaqs.com
- www.neoseeker.com
- www.ign.com
- www.cheat.de
- www.supercheats.com

 *****BIG NOTE: This FAQ MAY NOT be put on www.cheatcc.com under any conditions

This is mainly due to the fact that I don't like how CCC doesn't ask to put faqs on their site but just takes them. I also don't like how FAQs don't get updated on CCC.

```

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```

Credits

```

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```

I would like to thank all those who helped make the movies and the games for LOTR.

Well I think that is it, I hope you found our FAQ helpful.

*****RATE THIS FAQ*****

<http://www.misterpoll.com/2210502457.html>

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