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 * Introduction *
 *****s0*****

Welcome, this is my 6th FAQ, and definitely one of my most ambitious, unfortunately. I'm sorry if updates are slow coming, it's my senior year of high school and a combination of extra homework, college apps, and more have eaten a significant amount of my time. Thanks for your understanding.

Return of the King is the sequel to The Two Towers for the GBA, made by the same company (Griptonite Games). It's an awesome game, and I hope my FAQ can increase your enjoyment of it. Published by EA Games.

Version History

0.02 (11/22/03) - Added ASCII, more information, artifacts, etc...!
0.01 (11/18/03) - Started FAQ.

* Frequently Asked Questions *
*****s1*****

Q: Where can I buy this game? And how much is it? And is it fun?
A: Any game store, \$30.00, yes.

Q: Exactly HOW many characters are in this game? I've seen 6, 8, and 10, it can't be all those at once!
A: 8 characters. 6 are usable from the beginning, 2 are unlockable. Unfortunately, one is only unlockable if you own the GCN version of this game (see the Secrets section).

Q: Argh! I think I unlocked Gollum/Smeagol! How do I use him!
A: First, you can only use him in bonus maps or in multiplayer. I know, a bummer. Anyways, make sure you have an empty slot. Then start a bonus map or multiplayer game. In that empty slot, start a character, and simply press the control pad until you reach Gollum!

Q: Ok, for the Moria and the Helm's Deep, is there only 1 spot? Like Helm's Deep's first option is Hornburg, is that the only map for it, our is their another map for it? And Moria as well, the Dwarf Halls, is that the only map for it?
A: Yes. All of that empty space is utilized if you play the single player quests in multiplayer. It's a way of saving your progress through the levels... but only in multiplayer. Sorry! :)

Q: What would you rate this game?
A: 9/10.

Q: Are there any unlockables?
A: Go to Section 3 - Artifacts/Unlockables Guide.

Q: Do you make up most of your questions?
A: No comment. No. I mean yes.

Q: You didn't answer a question I want answered! You son of human! How dare you!
A: Calm down, just drop me a line at zephyrmaster@yahoo.com or post

your question on the www.gamefaqs.com message boards. I'm here to help.

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*****  
*                                     *  
*                               Playing Guide                               *  
*                                     *  
*****s2*****
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#####  
# How to Play the Game #  
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Not all games come naturally to all people! If you find yourself confused as what to do, this section could help.

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Controls  
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In game:

- A - Use skill
- B - Use weapon/Punch
- L - Switch skill
- R - Pick up item/Access location
- Start - Pause the game, access inv. and stat screens
- Select - Pause the game, access options menu

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Menu Options  
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Select Menu:

- Save Game - Saves your game in one of four slots
- Options - View the game options
- Artifacts - View the artifacts you have collected
- Quit Game - Quit the game, obviously :)

Options Menu:

- Music Volume - Adjust the music volume
- SFX Volume - Adjust the sound effects volume
- Quick Skill Select - Turn on/off Quick Skill Select (more later)
- Auto Healing - Turn on/off auto healing
- Fast Discard - Turn on/off fast discard
- Language Select - Choose your language (5 to choose from)
- Credits - View the game credits

Quick Skill Select- Alters the controls when on. The L button no longer changes the selected skill, instead skills are used by pressing a combination of L and another button. To assign skills to buttons, go to the skill screen and press select over a skill. Press it over and over again to change the button it's assigned too. This could be useful for some, but sometimes in the heat of battle, you may not be able to press two buttons quickly AND fight the enemies. Use at your own discretion.

Auto Healing- When this option is turned on, the computer takes care of herbal healing, healing you when you are low in health. I'm not sure how low your health has to be before it kicks in, but I don't use this option. Why? If you heal yourself manually, you'll know

when you don't need to waste herbs and when it's essential, and you are more aware of how many herbs you actually have. To each his own.

Fast Discard- When this option is turned on, there is no warning screen when you move to discard an item, checking to make sure you want to dump it off. I have it turned ON, because I don't appreciate the extra tiny bit of hassle. If you are afraid you might drop that Sting by accident, than turning this off may be prudent.

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#####  
# Playing Strategies #  
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Note: For strategies specific to a character, look at that section

This section contains general play strategies that could help any adventurer in his/her quest to defeat Sauron and his forces.

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How to I beat *****  
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Stuck on a level because of a tough boss? Here are some general hints that apply to nearly every boss:

- Most of the bosses have a horde of enemies near them protecting them. Either focus all your energy on the boss from the get go or kill the weaker enemies first. I would pick off the weaker enemies one by one if I were stuck.
- Level up in the level. What do I mean by that? Kill some enemies, save, quit, and reload. Do this until you gain enough levels, etc... to defeat the boss.
- Level up on a bonus map. If you have unlocked any of the bonus maps, this is an option.

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Stuck on a level?  
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Stuck on a level? Here are some general tips and hints:

- Follow your compass. It's in the lower right hand corner of the screen, the green "leaf" looking object. It points in the direction you need to go to finish the level. You know you are near when it turns red.
- Look for signs that would lead to the exit of the level. Many levels have a path or footsteps that lead right to the end of the level.
- If you are stuck because you keep getting killed, try to gain some levels in the level you are stuck in. Kill some enemies, save, quit, and repeat until you are confident that you can defeat ALL of them.

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Corruption  
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Ah, corruption, the bane of RotK adventurer's everywhere. Corruption is represented by Sauron's eye, an image that appears in the upper right hand corner as you gain corruption. The bigger the eye, the more corruption you have. As it becomes bigger, Sauron's forces become stronger. If it becomes big enough, it will turn grey, and that means

Ringwraiths are being summoned. These fierce opponents easily kill lower level characters, so watch out. Some tips to avoid corruption:

- Do NOT let Crebain get away. A ranged attack is useful for all characters because of this situation.
- Don't let goblin drummers run mad, try to kill them quickly. They won't actually summon Ringwraiths, but they can raise your corruption to a point that one escaped crebain would unleash the Ringwraiths upon your poor character.
- Don't let crebain get away. I just want to give this emphasis.

If Ringwraiths do come, here are some things you can do:

- Save and quit. Even though you'll have to start the level over again, you don't lose experience and your corruption disappears.
- Run to the end of the level. If you are near it, why not?
- Give the Ringwraiths the ring. Just kidding.
- Fight the Ringwraiths. I would recommend that you be at least level 20 before you start actively duking it out with Ringwraiths, and the higher the level, the better.

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#####  
# Items #  
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Note: This isn't a compendium of all items, just tips and hints etc.. related to them. I may add a list of uniques in the future, but you'll have to consult Number's FAQ (once it's up) for suffix/prefix info.

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Selling Items for Gems  
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Obviously, you won't be able to use all the items you find. Actually, you won't be able to use MOST of the items you find, or you wouldn't even want to use them! How can you know if an item's valuable enough to keep until the forge and which items you should skip?

- Red items are almost ALWAYS worth more gems than their normal or magic counterparts. If you need gems, pick up every red item you find, even if they have poor modifiers.
- Orc Heads and Orc Drums are two fairly common items that each sell for a hefty 300+ each. Pick these up whenever you see them (they are distinctive), but sell them, since their value as items is poor compared to their value in gems.
- All items with the 'valuable' modifier are just that, valuable. Even if the item may stink, the item will still be worth more than most other magic items.

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Special Item Modifiers  
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In the manual:

- + Extra Shot - Allows a bow to fire additional arrows (Legolas only). A great bonus if you can find a bow with it.
- + Knockback - Knocks back a foe upon striking. Not as useful as you

might think, sometimes knockback can be back (especially if you knock away something you need to kill immediately).

- + Immobilize - Has a chance of making an enemy immobile for a few seconds. A great propertie to have on an item, could save your person!
- + Armor Piercing - Reduces opponents armor. Speaks for itself.
- + Fragile - Has a chance of breaking. A chance? No. It's going to break, and if you are me, the moment you use it. :) Seriously though, the few times I used a fragile item, it broke right away. Too bad many of the +35% exp weapons are fragile!
- + Wisdom - Spells do bonus damage (Gandalf). Useful.
- + Sunburst - Has a chance of producing a sunburst. A very useful trait, and it is very colorful and neat to see.
- + Nightburst - Has a chance of a nightburst. See above.
- + Corrupt - Ringwraths and monsters do additional damage to the character. Not a good property to have, obviously.
- + Fire burst - Inflicts additional fire damage if armor is broken into.
- + Backstab - Opponent loses armor bonus when attacked from behind. In conjunction with a stunning skill or move, this property can come in very handy.
- + Valuable - Item sells for a high price. Good if you want gems!
- + Cheap - Item sells for a low price. Bad if you want gems!
- + Venomous - Inflicts bonus damage if armor is broken into. Similar to fire burst... almost.

Not in the manual:

- + Cursed - Increases corruption?
- +% Treasure find - Increases your chances for finding treasure. Needed for treasure hunting Gimlis!

Uniques

Finding a unique is both a fun and surprising experience. Uniques have blue text, and are easily recognizable.

Sting
Symbolblade
Glamdring
Orcrist
Narsil
Madhafang
Silveraxe
Staff of Five Mages
Starfall Bow
Nightfell Bow
Celeborn's Phial
Boromir's Horn
Cyclopedia of Herbs
Sam's Cookpot
Fletching Kit
Scrolls of Minas Tirith
Evenstar of Arwen
Galadriel's Phial
Forgottens Palantir
Cracked Palantir
Orc Drum
Wooven Goblin Doll
Oliphant Ivory Statuette
Orc Head - +1 Courage. Keep in backpack.

Swollen Spider Glands
Featherwood Flute
King Aldazar's Longsword
Hawly's Sword of Leaves
The Witch King's Daughter
Brakash's Dwarf Axe of Hacking
Meat Cleaver of Maeck
Green Mace of the Outlander
Crystal Crook of Jas Mynn
Staff of Brilee the Scarlet
Oakstaff of Old Thalcos
Vella of Lorien's Goldbow
Maegborion Elfbow
Orc Lump's Big Bow
Blue Chainmail of Zephyrmaster <-- Look! Haha. Cha-ching!
Fomac's Mail
Scalemail of Marr Kuz the Tall
Mage Crown of Ulrick
Shining Helm of Jae Sunbae
Erlina's Guamanian Boar Helm
Wizard Robes of Bilroy the Brown
Love-Blessed Cloak of Adin-Ari
Aramat's Garnet Cowl
Sindalvin Gloves of Elf Bowyers
Dusten Bardic Gloves
Gantlets of Numbers
The Unknown Amulet of Kempor
Devitt Crystal Amulet
Nickohare's Foot

* Artifact/Unlockable Guide *
*****s3*****

If you know the location of the artifacts, I would appreciate it!
zephyrmaster@yahoo.com. I can't remember where I got some of them...
:(

Artifact Guide

There are 8 artifacts. When you collect them all, you unlock a set of
bonus levels!

Artifacts (Who can get them):

Simbelmyne (Eowyn)
Saruman's Palantir (Gandalf)
Shelob's Stinger (Frodo)
Feather of Gwaihir (Gandalf)
Witch King's Crown (Eowyn)
Deagol's skull (Frodo)
There and Back Again (Legolas/Aragorn/Gimli)
Galadriel's Lock (Legolas/Aragorn/Gimli)

--

Simbelmyne: Dunharrow - River Crossing (Eowyn)

On this level, the game will show you a bunch of Orcs. Simbelmyne is below them. If you have trouble finding it, just defeat everything in the level... I did. :)

Saruman's Palantir: Isengard - Orthanc (Gandalf)

Saruman is in this level... uh oh... anyways, before defeating him, you have to open a chest in the room where Saruman is. It's essential you do this BEFORE you defeat him, because you can't do it after... try it and see!

Shelob's Stinger: Cirith Ungol - Ambush (Frodo)

After chasing around Shelob and having a blast, its Stinger will appear by Frodo after you kill it with Sam.

Feather of Gwaihir: Pelennor Fields - Fork (Gandalf)

In this level you have to light up beacons. To get this artifact, light just ONE beacon, and return to the beginning of the level. There, you'll be able to get the Feather.

Witch King's Crown: Pelennor Battle - Witch King (Eowyn)

This is Eowyn's final level, and the Witch King is a tough fight! The artifact appears by Eowyn's father Theoden after you kill the Witch King. Make sure that you don't exit the level before getting the crown!

Deagol's skull: Mt. Doom - Slopes of Mt. Doom (Frodo)

To get this artifact, you have to first kill a banner orc on the hill, banner orcs are those orcs that hold banners... haha... get it? Those orcs are identifiable because they have black auras and are strong. Anyways, return to the beginning and go to the right until you find Smeagol/Gollum. There will be a chest by him. Open it. Can you guess what's in the chest?

There and Back Again: Anduin River - Corsair Camp (LAG)

In this level, there is a woman in the upper left hand corner of that wants you to return her missing brother who is on the other side of a river. Complete this quest first. When you finish, go back to the beginning of the level and defeat the monsters near the building you see. The building should now be unlocked, and inside you'll find There and Back Again (near a boy). He doesn't seem to mind you taking it! :)

Galadriel's Lock: Ithilien - North (LAG)

Head to the southeast corner of the level, where you should see a tree with an abnormal amount of butterflies on it. Drive them off the tree, and then follow them. They'll take you to the Lock.

Skill Listing/Analysis

Character Builds #
#####

* Frodo Character Guide *
*****s6*****

Skill Listing/Analysis

Character Builds #
#####

* Gimli Character Guide *
*****s7*****

Skill Listing/Analysis

Character Builds #
#####

* Gandalf Character Guide *
*****s8*****

Skill Listing/Analysis

Character Builds #
#####

* Eowyn Character Guide *
*****s9*****

Skill Listing/Analysis

Character Builds #
#####

* Credits, Extras, Etc... *
*****s10*****

Thanks to these people:

Price Power, NetQ

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Griptonite Games - Particularly Thalcos and Horklump. :)
EA Games - For publishing a game with such a goldmine license
RotK Message Board Members - For being you.

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