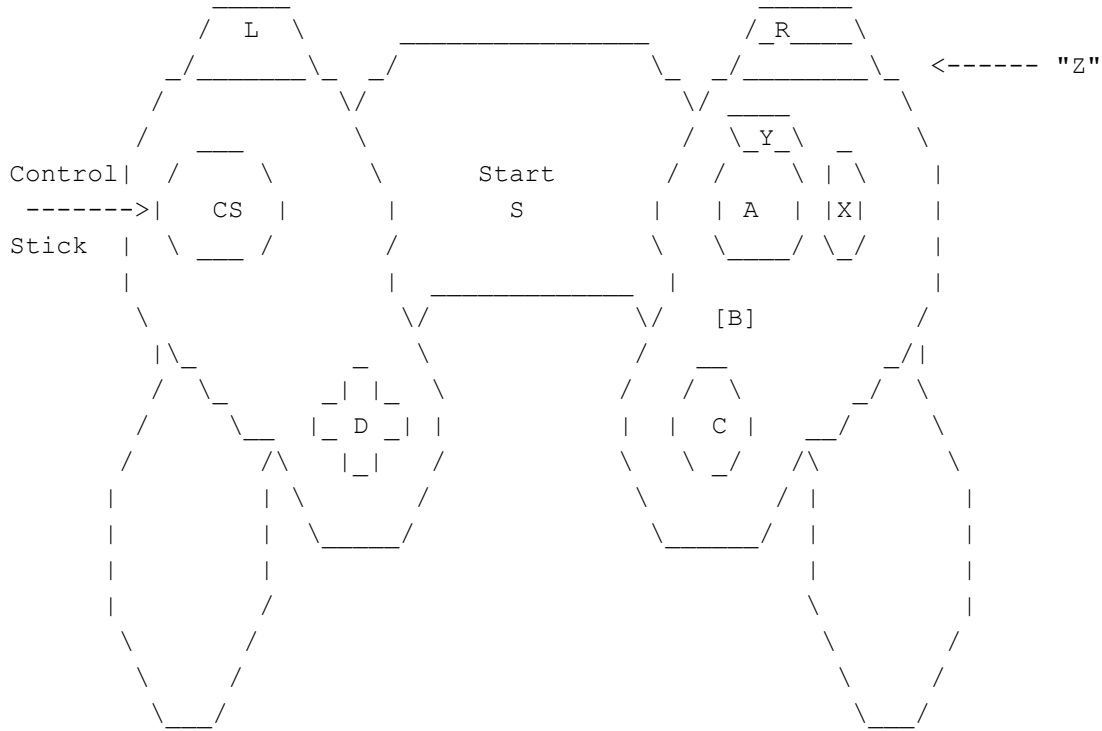


Jump back: Used to jump out of harm's way

Action Button: Do special actions like pushing things over, firing catapults, or picking up war pikes.

Special Ability: Perform the special ability that the character does. ie. the hobbits use their invisibility cloaks or Gandalf makes a magic shield.



Move: Control Stick

Speed Attack: A or C stick <->

Fierce Attack: Y or C stick up or down

Physical Attack: X

Parry: B

Action Button: Z

Killing Move: R

Ranged Attack: Hold the L button, then fire with A

Jump Back: Control pad down

Pause Game: Start

```

.:*:.
+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
':*:'

```


Skilled in battle, gifted in healing, and honorable in his dealings with creatures of all races, Aragorn is a man respected throughout Middle-earth. Aragorn, also known as Strider, is a Ranger experienced in the wilderness and attuned to the subtle ways of nature. His tracking abilities allow him to detect the slightest sign of any creature's passage, and his exceptional swordsmanship allows him to handle any creature he might find.

Aragorn is a direct descendant of Isildur, the legendary warrior who cut The One Ring-and the finger it encircled-from the Dark Lord Sauron's hand. Isildur then fell prey to the ring's seductive powers and failed to destroy it when he had the chance-a moment of weakness which would tarnish the reputation of the race of men for ages to come. Aragorn is well aware of The One Ring's power over men, and for this reason he chooses to avoid direct contact with the ring.

Aragorn is also the son of Arathorn, making him the rightful heir to the throne of the land Gondor. Although his travels with the Fellowship keep him away from his much-loved homeland, Aragorn realizes that fighting the forces of Sauron is the only way to save his people.

=====

Gandalf

=====

Gandalf the Grey is a powerful wizard and a well-known figure on Middle-earth. He is old and wise, and has served Middle-earth well for many centuries as a leader in the fight against Sauron. With his ever-present pointed hat and staff, Gandalf has waged many decisive battles against the rising evil in the land. And in calmer times, his magical fireworks have filled the skies above some unforgettable parties.

A longtime friend of the hobbit Bilbo Baggins, Gandalf was the first to realize the sinister importance of The One Ring. Gandalf decided against carrying the ring himself, knowing his power was too great to risk the corruptive influence of the ring. Nevertheless, Gandalf directed the efforts to destroy the ring. Gandalf convinced Bilbo to pass the ring on to his nephew Frodo, he then assisted in Frodo's passage to the elven city of Rivendell where he became the leader of the Fellowship of the Ring.

In the depths of the Mines of Moria the Fellowship encountered a horrific Balrog which pulled Gandalf into the fiery bowels of Middle-earth. Thought lost by his companions, Gandalf went through a transformation of spirit and returned to Middle-earth with white hair and a new name: Gandalf the White.

=====

Legolas

=====

Legolas is an elven Prince of the Kingdom of Mirkwood. Legolas, whose name means Greenleaf in the elvish tongue, serves as the elven representative in the Fellowship of the Rings. Tall and nimble, he has sharp eyesight and quick reflexes, and his skill with a bow is unmatched. In close quarters Legolas fights adeptly with a short sword-or sometimes two. His battle skills and tireless energy prove invaluable to the Fellowship.

Amidst the noise and confusion of battle, Legolas remains calm, quiet, and focused. He strings his great war-bow with hands that move faster than the eye can see, and his arrows find their targets with exceptional precision. He speaks little, preferring to let his actions speak for him.

nine were once powerful kings of men, each given a magical Ring of Power from Sauron, a gift which would bring them great powers of sorcery and an almost unlimited life span. The gift was tainted, however, and all nine of these rings were in fact ruled by The One Ring and corrupted by its power. The Nazgul now live in a perpetual state between life and death, with their miserable fates bound forever to their master's unrelenting quest to possess The One Ring. Traveling swiftly in air on the backs of gruesome fell-beasts, the Nazgul's anguished screams can be heard at great distances, often revealing their presence before they can be seen, and terrifying all within earshot.

THE WITCH KING

As the leader of the Nazgul, the Witch King is one of the most terrifying creatures ever to traverse Middle-earth. A truly gruesome sight, the Witch King flies through the air on the back of a terrifying fell-beast, issuing a blood-curdling shriek that can paralyze anyone within range of the mortifying sound. Possessing a powerful mace can deflect even the most impressive magical attack, the Witch-King is both a chilling creature and a devastatingly challenging opponent.

=====
Evil Humans
=====

Haradrim

The men of Gondor have a long history of conflict with the men of Harad, a formidable clan who live in the sun-baked lands to Gondor's south. The Haradrim wear distinctive clothing and armor, and the approach of their giant Mumakil beasts cannot be missed. The presence of a Harad on the battlefield is not to be taken lightly, and the forces of Mordor certainly welcome them into their ranks.

Easterlings

The name Easterlings refers to several related bands of men from the unknown eastern lands of Middle-earth. For many years they have opposed the free peoples-the dwarves, elves, hobbits, and the men who fight Sauron. Responsible for many attacks against the men of Gondor, the Easterlings' allegiance now lies firmly with Sauron.

.:*:. .:*:.
+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==* D
'*:' '*:'

Walkthrough - Path of the Wizard

.:*:. .:*:.
D +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
'*:' '*:'

NOTE: This walkthrough is for single player.

.:*:. =*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
D01 Helms Deep
'*:' =*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*

This is the first level and is a tutor to the game. In the corner of the screen it will show you what buttons to press in different situations.

Now the whole army comes out the gate. Only a few guys will come at a time. Soon you will have to start protecting your allies.

If you are Aragorn Gimli is in the middle, Legolas on the left, and Gandalf on the right

If you are Legolas Aragorn is in the middle, Gandalf on the Right and Gimli on the left.

If you are Gandalf Aragorn is on the right, Gimli in the middle and Legolas on the left.

If you are Gimli Aragorn is in the middle, Legolas on the left and Gandalf on the left.

If their health begins to run low you better go over there and kill what ever enemy is attacking them. If you stand next to them they will glow and regain health. Up in the right corner is how many enemies with the health bars above them that you have left to kill. Soon there will be a cutscene and the enemies will start coming from all sides now.

After you kill six of the dudes with health bars three ringwraiths will come. Make sure to protect your allies here. Do not go in and fight up close. Instead of fighting up close, stay out and use your ranged weapon and the war pikes. Try to focus on one wraith at a time. You beat the mission when all of the wraiths are killed.

END MISSION

```
.:*:.                                     .:*:.  
  +=-*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==* F  
'*:*'
```

Walkthrough - Path of the Hobbits

```
.:*:.                                     .:*:.  
  F +=-*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*  
'*:*'
```

```
.:*:.   =*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*  
F01           Escape from Osgiliath  
'*:*'   =*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*
```

You start out after the two hobbits roll down the stairs. Go left and follow the path. Soon to orcs will come at you. After you kill them you will come to the bottom of some stairs with a archer at the top. Go up and kill the archer. Go forward and kill the other orcs. When you go even further the wall will blow out and kill the rest of the orcs. Go in the hole that was just made. There will be one archer out here and two orcs will run down and attack you. After dealing with them go up the rubble ramp to the left.

Now you have to worry about the ringwraith. In the upper right corner of the screen is the meter that you have to watch. It will begin to fill up when you are up on roof tops or out in the open. If it fills up all the way then you fail the mission. When it starts to fill up hurry and get to cover under something or go down a ladder.


```

.:*:.
+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
G
':*:'

```

Skill Meter and Upgrades

```

.:*:.
G +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
':*:'

```

```

.:*:.   ==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
G01                                     Upgrades
':*:'   ==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*

```

The upgrades were sent in by zhouyun65. I just put the info into the charts.

```

=====
==----- Aragorn and Farimir -----
=====

```

```

=====
== Upgrade ===== Price ===== Fellowship's price =====
=====
|-----|-----|-----|
|-----LEVEL 2-----|
|-----|-----|-----|
| Orc Bane           |           5000           |           8000           |
|-----|-----|-----|
| Ranger Fury        |           4000           |           N/A            |
|-----|-----|-----|
| Orc Hewer          |           1000           |           3000           |
|-----|-----|-----|
| Final Judgment     |           5000           |           8000           |
|-----|-----|-----|
|-----LEVEL 3-----|
|-----|-----|-----|
| Dunedain Arrows    |           5000           |           N/A            |
|-----|-----|-----|
| Gondorian Sword    |           3500           |           N/A            |
| Master              |           3500           |           N/A            |
|-----|-----|-----|
| Strength of Stone  |           5000           |          15000           |
|-----|-----|-----|
| Rising Revenge     |          10000           |          20000           |
|-----|-----|-----|
|-----LEVEL 4-----|
|-----|-----|-----|
| Wilderness Rage    |           5000           |           N/A            |
|-----|-----|-----|
| Balrogs Gambit     |           5000           |           8000           |
|-----|-----|-----|
|-----LEVEL 5-----|
|-----|-----|-----|

```

Warrior Bane	7000	10000
Strength of Iron	5000	15000
Dark Deliverance	7000	11000
-----LEVEL 6-----		
Wrath of Numenor	7000	N/A
Rivendell Arrows	5500	N/A
Strength of the Fellowship	5000	15000
Shield Cleaver	7000	11000
-----LEVEL 7-----		
Bane of Sauron	9000	12000
Kingmaker	7000	N/A
-----LEVEL 8-----		
Mithril Arrows	7000	N/A
Lightning Strike	7000	11000
Killing Zone	10000	20000
-----LEVEL 9-----		
Helm's Hammer	12000	12000
-----LEVEL 10-----		
Swift Justice	12000	20000
Strength of Evenstar	5000	N/A
Sword Mastery of Kings	25000	N/A

===== Gandalf =====

=====
 == Upgrade ===== Price ===== Fellowship's price =====

-----LEVEL 2-----		
Orc Bane	5000	8000
Ranger Fury	4000	N/A
Orc Hewer	1000	3000
Final Judgment	5000	8000
Strength of Stone	5000	15000
-----LEVEL 3-----		
Wizard's Power	3500	N/A
Rising Revenge	10000	20000
Light of the Pilgrim	5000	N/A
-----LEVEL 4-----		
Wrath of Anor	5000	N/A
Balrogs Gambit	5000	8000
-----LEVEL 5-----		
Light of the Forges	5500	N/A
Warrior Bane	7000	10000
Strength of Iron	5000	15000
Dark Deliverance	7000	11000
-----LEVEL 6-----		
Flame of Undun	7000	N/A
Shield Cleaver	7000	11000
-----LEVEL 7-----		
Bane of Sauron	9000	12000
Power of the Palantir	7000	N/A
-----LEVEL 8-----		
Lightning Strike	7000	11000
Killing Zone	10000	20000
Strength of the Fellowship	5000	15000

-----LEVEL 9-----		
Helm's Hammer	12000	12000
-----LEVEL 10-----		
Swift Justice	12000	20000
Enchantment of the Havens	10500	N/A
Power of the Istari	25000	N/A
Light of the Valor	7000	N/A

===== Legolas =====

=====
== Upgrade ===== Price ===== Fellowship's price =====
=====

-----LEVEL 2-----		
Orc Bane	5000	8000
Ranger Fury	4000	N/A
Orc Hewer	1000	3000
Final Judgment	5000	8000
Mirkwood Arrows	5000	N/A
-----LEVEL 3-----		
Light of Lothlorien	3500	N/A
Strength of Stone	5000	1500
Rising Revenge	10000	20000
-----LEVEL 4-----		
Elven Fury	4000	N/A
Balrogs Gambit	5000	8000
-----LEVEL 5-----		

Orc Bane	5000	8000
Dwarven Fury	4000	N/A
Orc Hewer	1000	3000
Final Judgment	5000	8000
-----LEVEL 3-----		
Lonely Mountain Lore	3500	N/A
Strength of Stone	5000	1500
Rising Revenge	10000	20000
-----LEVEL 4-----		
Mountain Rage	4000	N/A
Balrogs Gambit	5000	8000
-----LEVEL 5-----		
Erebor Axes	5500	N/A
Warrior Bane	7000	10000
Strength of Iron	5000	15000
Dark Deliverance	7000	11000
-----LEVEL 6-----		
Wrath of Moria	7000	N/A
Shield Cleaver	7000	11000
-----LEVEL 7-----		
Bane of Sauron	9000	12000
Moria Axes	5500	N/A
Axe Mastery of the Kings	7000	N/A
Strength of the Fellowship	5000	15000
-----LEVEL 8-----		
Strength of Gloin	5000	N/A
Lightning Strike	7000	11000
Killing Zone	10000	20000
-----LEVEL 9-----		

Helm's Hammer	12000	12000
-----LEVEL 10-----		
Swift Justice	12000	20000
Strength of Khazad-dum	5000	N/A
Dwarven Axe Mastery	25000	N/A

===== The Hobbits =====

Upgrade	Price	Fellowship's price
-----LEVEL 2-----		
Orc Bane	5000	8000
Orc Hewer	1000	3000
Final Judgment	5000	8000
-----LEVEL 3-----		
Poison Blade	4000	N/A
Strength of Stone	5000	1500
Rising Revenge	10000	20000
-----LEVEL 4-----		
Balrogs Gambit	5000	8000
Warrior Bane	7000	10000
-----LEVEL 5-----		
Cloud of Shadow	5000	N/A
Poison Daggers	5500	N/A
Strength of Iron	5000	15000
Dark Deliverance	7000	11000
-----LEVEL 6-----		

correct code entry. Note: The game must be completed first before this code can be enabled.

Aragorn gains 1,000 experience points:

Pause game play, then hold L+Rand press Up ,B,Y,A. A sound will confirm correct code entry.

Aragorn has all special abilities:

Pause game play, then hold L+Rand press Down ,X,Y(2). A sound will confirm correct code entry. Repeat this code to disable its effect.

Aragorn level 2 skills:

Pause game play, then hold L+Rand press X,Y,A,Y. A sound will confirm correct code entry.

Aragorn level 4 skills:

Pause game play, then hold L+Rand press Down ,B,X,B. A sound will confirm correct code entry.

Aragorn level 6 skills:

Pause game play, then hold L+Rand press X,Y,B(2). A sound will confirm correct code entry.

Aragorn level 8 skills:

Pause game play, then hold L+Rand press Up ,B,Y,Up . A sound will confirm correct code entry.

Aragorn restore missiles:

Pause game play, then hold L+Rand press Y,B(2), Y. A sound will confirm correct code entry.

Aragorn three-hit combo:

Pause game play, then hold L+Rand press B,Down ,X,Up . A sound will confirm correct code entry.

Faramir four-hit combo:

Pause game play, then hold L+Rand press A,B,Up ,A. A sound will confirm correct code entry.

Faramir gains 1,000 experience points:

Pause game play, then hold L+Rand press B,Y,Up ,B. A sound will confirm correct code entry.

Faramir level 2 skills:

Pause game play, then hold L+Rand press A,B,A,Down . A sound will confirm correct code entry.

Faramir level 4 skills:

Pause game play, then hold L+Rand press A(2), B(2). A sound will confirm correct code entry.

Faramir level 6 skills:

Pause game play, then hold L+Rand press Y,A,Down ,X. A sound will confirm correct code entry.

Faramir level 8 skills:

Pause game play, then hold L+Rand press X,Down (3). A sound will confirm correct code entry.

Faramir restore missiles:

Pause game play, then hold L+Rand press Y,Up ,A(2). A sound will confirm correct code entry.

Faramir three-hit combo:

Pause game play, then hold L+Rand press B,Y,Up ,Y. A sound will confirm correct code entry.

Frodo four-hit combo:

Pause game play, then hold L+Rand press Down ,B,Down ,X. A sound will confirm correct code entry.

Frodo gains 1,000 experience points:

Pause game play, then hold L+Rand press X,Y,Up ,X. A sound will confirm correct code entry.

Frodo level 2 skills:

Pause game play, then hold L+Rand press Y,Up ,Down ,X. A sound will confirm correct code entry.

Frodo level 4 skills:

Pause game play, then hold L+Rand press Y,Up ,X,Down . A sound will confirm correct code entry.

Frodo level 6 skills:

Pause game play, then hold L+Rand press Down (2), A,Y. A sound will confirm correct code entry.

Frodo level 8 skills:

Pause game play, then hold L+Rand press X(2), Down (2). A sound will confirm correct code entry.

Frodo restore missiles:

Pause game play, then hold L+Rand press Y(3), X. A sound will confirm correct code entry.

Frodo three-hit combo:

Pause game play, then hold L+Rand press B,Down ,Y,B. A sound will confirm correct code entry.

Gandalf four-hit combo:

Pause game play, then hold L+Rand press Down ,Y,Up ,X. A sound will confirm correct code entry.

Gandalf gains 1,000 experience points:

Pause game play, then hold L+Rand press X,Y,Up ,X. A sound will confirm correct code entry.

Gandalf has all special abilities:

Pause game play, then hold L+Rand press Up ,Down ,Y,X. A sound will confirm correct code entry. Repeat this code to disable its effect.

Gandalf level 2 skills:

Pause game play, then hold L+Rand press Down ,Y,A,Y. A sound will confirm correct code entry.

Gandalf level 4 skills:

Pause game play, then hold L+Rand press Y,Up ,B,A. A sound will confirm correct code entry.

Gandalf level 6 skills:

Pause game play, then hold L+Rand press Y(2), A,Up . A sound will confirm correct code entry.

Gandalf level 8 skills:

Pause game play, then hold L+Rand press X,B,Down (2). A sound will confirm correct code entry.

Gandalf restore missiles:

Pause game play, then hold L+Rand press Y,X,A,B. A sound will confirm correct code entry.

Gandalf three-hit combo:

Pause game play, then hold L+Rand press Down ,A,Y,Down . A sound will confirm correct code entry.

Gimli four-hit combo:

Pause game play, then hold L+Rand press Y,B,Up ,A. A sound will confirm correct code entry.

Gimli gains 1,000 experience points:

Pause game play, then hold L+Rand press X(2), Y,A. A sound will confirm correct code entry.

Gimli level 2 skills:

Pause game play, then hold L+Rand press Up ,X,B(2). A sound will confirm correct code entry.

Gimli level 4 skills:

Pause game play, then hold L+Rand press Y,B,Down ,Up . A sound will confirm correct code entry.

Gimli level 6 skills:

Pause game play, then hold L+Rand press Down ,Y,Down B . A sound will confirm correct code entry.

Gimli level 8 skills:

Pause game play, then hold L+Rand press A,X,Down ,B. A sound will confirm correct code entry.

Gimli restore missiles:

Pause game play, then hold L+Rand press X(3), A. A sound will confirm correct code entry.

Gimli three-hit combo:

Pause game play, then hold L+Rand press Up ,B,X,B. A sound will confirm correct code entry.

Legolas four-hit combo:

Pause game play, then hold L+Rand press A,X,Y,B. A sound will confirm correct code entry.

Legolas gains 1,000 experience points:

Pause game play, then hold L+Rand press A,Y,Up ,A. A sound will confirm correct code entry.

Legolas has all special abilities:

Pause game play, then hold L+Rand press Y,X,A,X. A sound will confirm correct code entry. Repeat this code to disable its effect.

Legolas level 2 skills:

Pause game play, then hold L+Rand press B(2), X,B. A sound will confirm correct code entry.

Legolas level 4 skills:

Pause game play, then hold L+Rand press Down (2), A(2). A sound will confirm correct code entry.

Legolas level 6 skills:

Pause game play, then hold L+Rand press Down ,X,Up ,Down . A sound will confirm correct code entry.

Legolas level 8 skills:

Pause game play, then hold L+Rand press B,Up (2), Down . A sound will confirm correct code entry.

Legolas restore missiles:

Pause game play, then hold L+Rand press Y(3), X. A sound will confirm correct code entry.

Legolas three-hit combo:

Pause game play, then hold L+Rand press Y(3), Down . A sound will confirm correct code entry.

Merry four-hit combo:

Pause game play, then hold L+Rand press Y,A,B(2). A sound will confirm correct code entry.

Merry gains 1,000 experience points:

Pause game play, then hold L+Rand press X(2), B,A. A sound will confirm correct code entry.

Merry level 2 skills:

Pause game play, then hold L+Rand press Down (2), B(2). A sound will confirm correct code entry.

Merry level 4 skills:

Pause game play, then hold L+Rand press B,A,X,Down . A sound will confirm correct code entry.

Merry level 6 skills:

Pause game play, then hold L+Rand press Down (2), B,Y. A sound will confirm correct code entry.

Merry level 8 skills:

Pause game play, then hold L+Rand press Down ,Y,A,B. A sound will confirm correct code entry.

Merry restore missiles:

Pause game play, then hold L+Rand press B,X(2), Y. A sound will confirm correct code entry.

Merry three-hit combo:

Pause game play, then hold L+Rand press Y,A,Up ,Y. A sound will confirm correct code entry.

Pippin four-hit combo:

Pause game play, then hold L+Rand press A(2), Down ,X. A sound will confirm correct code entry.

Pippin gains 1,000 experience points:

Pause game play, then hold L+Rand press Y,A,B,A. A sound will confirm correct code entry.

Pippin level 2 skills:

Pause game play, then hold L+Rand press Down ,A,Down ,Up . A sound will confirm correct code entry.

Pippin level 4 skills:

Pause game play, then hold L+Rand press A,Down (3). A sound will confirm correct code entry.

Pippin level 6 skills:

Pause game play, then hold L+Rand press X,Y,X,Y. A sound will confirm correct code entry.

Pippin level 8 skills:

Pause game play, then hold L+Rand press B,Up (2), X. A sound will confirm correct code entry.

Pippin restore missiles:

Pause game play, then hold L+Rand press Up ,X(2), B. A sound will confirm correct code entry.

Pippin three-hit combo:

Pause game play, then hold L+Rand press Up (2), B,X. A sound will confirm correct code entry.

Sam four-hit combo:

Pause game play, then hold L+Rand press Up ,Down ,Y(2). A sound will confirm correct code entry.

Sam gains 1,000 experience points:

Pause game play, then hold L+Rand press Y,A,Down ,A. A sound will confirm correct code entry.

Sam level 2 skills:

Pause game play, then hold L+Rand press X,A,X,Y. A sound will confirm correct code entry.

Sam level 4 skills:

Pause game play, then hold L+Rand press Up ,Down ,B,A. A sound will confirm correct code entry.

Sam level 6 skills:

Pause game play, then hold L+Rand press Down (2), Up (2). A sound will confirm correct code entry.

Sam level 8 skills:

Pause game play, then hold L+Rand press X(2), Y(2). A sound will confirm correct code entry.

Sam restore missiles:

Pause game play, then hold L+Rand press A(2), X,A. A sound will confirm correct code entry.

Sam three-hit combo:

Pause game play, then hold L+Rand press B,A,X,B. A sound will confirm correct code entry.

Play as Faramir:

^

When fighting people with shields and people without shields, always try to thin it down by attacking and killing the people without shields first. This is because quick attacks are quicker than fierce attacks, so you are less likely to lose health.

^

If there are quite a few enemies around you, don't do the killing move, because this takes time (apart from with sam), and you are more likely to get hit when you are doing a killing move. Instead, wait for them to get up, and then do 1 or 2 more quick attacks and they will die anyway.

These tips were sent in by Chris Bugaj

This tip I found is another infinite orc trick and there's nothing to it. In Minis Tirith Top of the Wall you can get as many levels as you want after you destroy all the siege towers and the cutscene with the battering ram happens stay where you are and let the two ladders appear orcs will constantly come up these ladders you can use this to get Gandalf to level 20 making Minis Tirith Courtyard alot easier.

Minis Tirith Tip: Siege Towers

Ok if you are using the hobbits for this stage you are in for a test as the hobbits ranged attack is very weak so they must be a way to compensate. Yes there is what you do to take down the siege towers quicker is to let some orcs near you and use your bane which gets you into perfect mode now your ranged attack is twice as strong helping you take down the siege towers quicker.

Pelennor Fields Tip: Witch King

Everyone know using the hobbits for this stage is a pain the above tip works well for the Witch King as well don't charge your ranged attack, you won't have time before one of the orcs or easterling attacks you. So use a bane on the easterling (its a shorter bane) then in perfect mode unload on the witch king. Your ranged attack will be stronger helping you kill the Witch king faster.

Perfect Ratings Tips

Paths of the Dead with the hobbits

Its hard because you cant use banes and you don't have the special that Aragorn and company have so you have to use true skills to get your meter full here's the easiest way.

Through out the whole stage there is only two places you actually have to fight the areas that block you off. Do the best you can in those two areas and just run and ignore all others. When you get to the bridge with the 35 enemies you will notice that reg soldiers come from the right and the enemies with bars over there heads come from the left. Use the left to get in perfect mode combos lightning strike, swift justice, and shield cleaver work well remember to parry between blows. Once in perfect mode run to the right and kill as many as you can repeat.

King of the Dead Hobbits

Its alot easier here just get surrounded and use swift judgment and parry its really easy.

Crack of Doom Hobbits

This is the one that i could never figure out i only managed to get good with the hobbits by using final judgment while Gollum was reeling. For the others its easy just use their special parry a few times and lure Gollum to the edge the A speed attack will always make Gollum lose balance. To get perfect though you have to make sure you make him fall everytime while your meter is full.

Killing Shelob with one combo

In the last room before you reach Shelob theres four spiders that meet you at the entrance to the last tunnel well if you can manage to get into perfect mode by using swift judgement on them then quickly run to trigger the cut scene with Shelob wrapping up Frodo you can do this trick. Once behind Shelob get real close to her and do Y,Y,X,Y thats Shield Cleaver if you do it while in perfect mode she will die instantly. If you cant manage to get into perfect mode like that. In the same room before Shelob there is also an orc at the beginning of the room you can leave him for later so you can get into perfect mode using a bane. Or you can just use a cheat either way thats how you do it.

Handling Enemy Arrows

When facing archers you dont have to parry the arrows i have found a way to go through them. This especially helps with the hobbits in the plantir stages. Frodo especially since his ranged attack is weak and he cant run fast. Ok all you have to do is charge your Y attack and release it as the arrows come not only will you go through the arrows but you will get closer to the archers as well making this trick very usefull in wave 4 of the plantir of saruon. Note this works with all characters. Also if you are using the hobbits in the plantir stages use the cloak to get good position on archers and other enemies its very usefull.

These tips were sent in by ZaleIsBackAgain

- When surrounded and pinned down, keep blocking and wait for the right chance and do the A+X combo.
 - Kicking helps knock down a few orcs if you ever see a large group of them
 - Using arrows other than when your score is perfect will effect your chance of getting perfect in the aftermath of the game, so only use it when you're in perfect mode.
-
-

Here is a tip sent in by Chris Bugaj

Tip for killing The Mouth of Saruon very easily and quickly without taking a hit. Get close to him and use Orc Hwever constantly you will get a perfect kill as well.

Here is a tip sent in by Nfan42991

Double exp. in Co-op

In Co-op mode, while performing a bane, if the other player attacks the enemy, it will die, and he/she will get exp. for killing it. Then once you finish the bane, you will get exp. too.

Here is a tip sent in from I am U

In Osgiliath, South Gate, Top-o'-the'-Wall, and Cirith Ungol (maybe), you can kick Orcs and other enemies off the roofs to kill them easily.

I'm waiting for more people to send tips in.

..*:. .:*.
+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
':*:' ':*:'

Credits

..*:. .:*.
+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
':*:' ':*:'

Paul Denver for sending in three tips

zhouyun65 for sending in the upgrades.

Chris Kirk for sending in the Shelob walkthrough.

Chris Bugaj for sending in all those great tips and info.

ZaleIsBackAgain for sending in some tips about fighting.

Nfan42991 for sending in a tip about Double exp. in Co-op.

I am U for sending in a tip about kill enemies easily.

marth ue for the ASCII ART

EA Games for making a great game

J.R.R. Tolkien for the great books

CJayC for a good site for FAQs

*****RATE THIS GUIDE*****

Go to http://www.misterpoll.com/2210502457.html.
Please answer the questions truefully.



| ' _ \ / _ ` | ' _ ` _ \ / _ \ / _ ` | ' _ \ _ _ \
| | | | (_ | | | | | | | | (_) | (_ | | (_) | _) |
| _ | | _ \ _ , _ | | | | _ \ _ / \ _ , _ | \ _ / _ _ /

You can find all of my other works at

<http://www.gamefaqs.com/features/recognition/40441.html>

Copyright 2005 ♪ Nathaniel Modlich

End of Document

This document is copyright namod65 and hosted by VGM with permission.