

not sure if I will add any other sections

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version 1.2 10/17/03

added some tips submitted from XClevercugel and XDodo of Dowent

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version 2.0 10/21/03

I decided to add a section about the enemies you will see in the game.

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version 2.3 10/22/03

I added a hosting log of the sites that this FAQ may be on

Added a ASCII title

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version 2.8 10/23/03

Added some tips from XSuPaSaIyAnLiNk, XSole Survivor, XBabyLarva, and XShrillerbud

Made a new section for submitters to this guide

version 3.0 10/24/03

HAH! I finally spell checked this thing after finding too many errors

version 3.1 10/29/03

added another site to the hosting log

www.neoseeker.com

version 3.5 11/30/03

Added some other things to this guide

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=====[Contents]=====
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=====[Intro]=====
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I have played the Lord of the Rings: The Two Towers for a long time and have struggled with some of the bosses. That is why I felt it necessary to write this Guide on the best way to beat the bosses and maybe some other information.

If you have any tips that you would like to send in that would help with beating a boss, you are welcome to do so it I will post them on this Guide.

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=====[Bosses]=====
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This is what each boss section will look like:

Boss: the boss you will be facing

Level: The level that the boss is on

Difficulty: How hard the boss is out of 10

Surroundings: What the area that you have to fight the boss in looks like.

Best Character: The easiest character to beat the boss with

Strategy: How to beat the boss

And here are the bosses

Boss: Ring Wraiths (5 of them)

note: these are the only enemies on the level

Level: Weathertop

Difficulty: 4

Surroundings: You are at the top of the big watch tower. It is in ruins and has several arches made out of stone and has a fire in the middle.

Best Character: Aragorn (hehe)

Strategy: These guys aren't too tough. You start out with Frodo and there are 2 wraiths. You have to protect Frodo as well. His health is up in the corner. To kill the wraiths you must first make sure that your torch is lighted. To do this you go to the fire in the middle(don't worry, it won't burn you) and press Y to light your torch. Then it is on to the wraiths. Go up to one, parry its

attack (B) and press Y to do a fierce attack. It will damage the wraith. Keep doing fierce attack on the two. Remember, your torch has to be lit to do any damage. When a wraith gets defeated, he will burst into huge flames and run away off the tower. After the first two Frodo will put the ring on and become invisible. Another wraith comes, defeat him the same way as the others. Make sure to go back to the fire if your torch goes out. Next a wraith stabs Frodo. Now you have two wraiths left. Use fierce attacks with your torch on them and you are done.

Boss: Wotcher (Giant Octopus)

Level: Gates of Moria

Difficulty: 5

Surroundings: You are on the bank of the pond. In the pond is the Wotcher. You can wade into the water out a ways.

Best Character: Anybody

Strategy: 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 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.

here is a tip submitted from X'ClevercugelX

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

Boss: Cave Troll

Level: Balin's Tomb

Difficulty: 7

Surroundings: You are in a big tomb. There are lots of pillar on near the walls in front of a ledge going around the entire room. There is a grave in the middle of the room with a light shining on it.

Best Character: Legolas

Strategy: After you kill all those orcs, a big troll with a club comes in. He walks around trying to kill you. There are still other orcs around. He will swing his club at you. When he swings it get out of the way then go in and

press Y ONCE, and ONLY once to do some damage, then get out of the way and let him swing again. Then go in and do the same thing. After he loses a good amount of health the troll will get rid of his club and get out a chain. You jump up on a ledge and have control again. There is a orc to the right so take care of him first. The pillars will provide shelter form the chain but will brake 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 anoy 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.

Boss: Lurtz (Uruk-hai leader)

Level: Amon Hen

Difficulty: 8

Surroundings: You are in this circular area in the woods. There are a bunch of white pillars along the boarder of the area.

Best Character: Aragorn

Strategy: 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.

Here is a tip submitted from xClevercugelx

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.

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Boss: Two Olog-hai (Smarter cave trolls with logs)

Level: Fagorn Forest

Difficulty: 5

Surroundings: You are in Fagorn forest on a trail with a couple of logs to the

left and some vines to the ring. Up ahead there are two Olog-Hai

Best Character: Gimli or Aragorn

Strategy: 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 then 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.

Boss: Warg leader

Level: The Gap of Rohan

Difficulty: 7

Surroundings: You are in a field closed off by rocks. There is a stream in the back.

Best Character: Gimli

Strategy: 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.

here is a tip submitted from X'Dodo of Downt

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.

wow, just two more bosses!

Boss: Catapult

Level: Helms Deep: Breached wall

Difficulty: 9

Surroundings: You are on the ground behind the wall at helms deep. The wall now

has a hole in it and orcs are coming in. There is a door at the back that you need to protect.

Best Character: Aragorn

Strategy: 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.

here is a tip submitted from Clevercugelf

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.

Boss: Two Cave trolls

Level: Helms Deep: Hornburg Courtyard

Difficulty: 8

Surroundings: You are in the courtyard of helms deep. There are stairs to get up on the wall and a big wooden wall blocking the stairs to the great hall

Best Character: Aragorn

Strategy: 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

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=====[6. Enemies=====

I have decided to add a enemies section to this FAQ because it fits in with the subject of this FAQ

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: Axewielder 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 Isuuldurs 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 one is in Helms Deep: Hornburg Courtyard

Strategy: Fierce attacks, these guys are no harder than 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 with 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.

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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

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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

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.

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.

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 to logs.

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

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=====[7.Hosting Log]=====
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So far, these are the only sites that have my permission for this guide to be on. If you want this guide on your site, you must email me. If you are reading this guide from a site that is not listed below, please contact me and tell me.

- www.gamefaqs.com
- http://faqs.ign.com
- www.neoseeker.com

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=====[8.Contributors]=====
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^Clevercugel^ for submitting some tips on Lurtz, The Wotcher, and The Catapult.

^Dodo of Downt^ 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

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=====[9.Other Stuff]=====
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Here are the codes and other things you can unlock in the game.

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

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Interviews and other goodies
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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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 =====[Credits]=====

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

Credit to [/Clevercugel](#)

Credit to [/Dodo of Dowent](#)

Credit to [/Sole Survivor](#)

Credit to [/SuPaSaIyAnLiNk](#)

Credit to [/BabyLarva](#)

Credit to [/Shrillerbud](#)

Well, I hope you found this guide helpful and so long!