The background of the poster features a dramatic scene from the movie. On the left, Legolas is shown in profile, aiming his bow with a determined expression. In the center, Aragorn looks directly at the viewer with a serious, intense gaze. To the right, Gimli is depicted holding his battle-axe high above his head. The bottom of the poster shows a dense, dark forest with tall, thin trees. The overall color palette is dominated by blues, greys, and greens, creating a somber and epic atmosphere.

THE LORD OF THE RINGS

THE TWO TOWERS™







NEW LINE CINEMA
An AOL Time Warner Company

THE LORD OF THE RINGS™

THE TWO TOWERS

STARTING THE GAME

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the /RESET button. When the  indicator is green, press the  button. The disc tray opens.
4. Place the *The Lord of the Rings™, The Two Towers™* disc on the disc tray with the label side facing up. Press the  button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.



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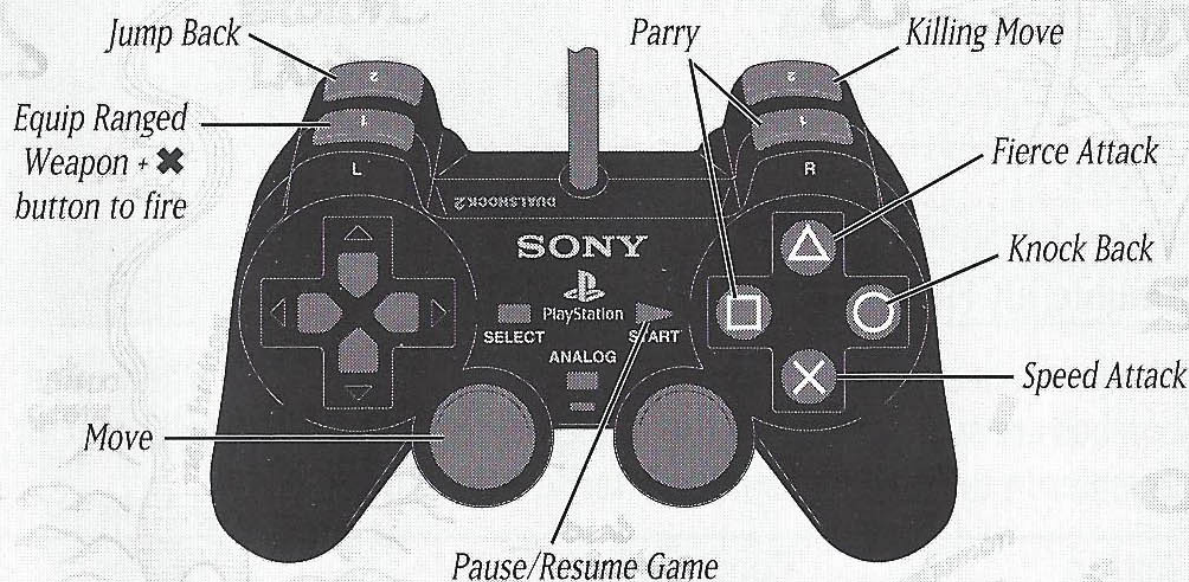
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Menu Controls



COMPLETE GAME CONTROLS

Game Controls



Action	Command
Move	left analog stick
Speed Attack	X button or right analog stick LEFT/RIGHT
Fierce Attack	▲ button or right analog stick UP/DOWN
Knock Back	● button or R3 button
Parry	■ button or R1 button
Killing Move	R2 button
Equip Ranged Weapon	L1 button
Fire Ranged Weapon (while equipped)	X button or right analog stick LEFT/RIGHT
Jump Back	L2 button

Speed Attack: Take a very quick swipe at your foe.

Fierce Attack: Strike your enemy a solid blow that can shatter the stoutest shield.

Ranged Weapons: Prepare to fire an arrow or throw an axe by activating your ranged weapon. Press and hold the X button or the right analog stick **LEFT/RIGHT** longer for a more powerful shot.

To aim the ranged weapon, press and hold the **L1** button and aim by pressing the left analog stick. A small glowing light appears above the head of the currently targeted enemy.

Killing Move: Finish off a fallen enemy with this forceful, fatal blow.

Parry: Defend yourself against enemy attacks and arrows with a well-timed parry.

Knock Back: Push enemies away from you to avoid their attacks.

Jump Back: Escape painful blows by jumping backwards out of harm's way.

Basic Combination Moves

Your character begins the game with two simple combination moves.

Action	Command
Three hit Speed Combo	✕ button, ✕ button, then ✕ button
Double hit Fierce Combo	▲ button, then ▲ button

Many advanced moves can be purchased as skill upgrades. When some combos are successfully executed, the power of the attack will harm all enemies in the immediate area, often knocking them down.

Action	Command
Linked Attack	Successful Parry, then ✕ button, then R2 button
Shoulder Rush	✕ button, then ● button
Devastating Attack	▲ button (hold and release)

Note: These attacks must be purchased before they are available for use.

Linked Attack: A linked attack instantly kills an enemy but must begin with a successful parry.

Shoulder Rush: Charge forward and drive enemies to the ground.

Devastating Attack: Press and hold the ▲ button or the right analog stick **UP/DOWN**. This attack takes time and your character remains in place while charging up the necessary power to pull it off. Once fully charged, let go of the ▲ button or the right analog stick to unleash the attack.

Anyone can swing a sword or axe, but very few will ever master their weapons against foes of all speeds, sizes and types. Upgrading your skills not only improves your prowess on the battlefield, it also increases your experience point earnings. Each character learns their own specific combination moves by upgrading their skills (see *Skill Upgrades* on p. 10).

Note: Default options are listed in **bold** in this manual.



THE LEGEND OF THE RING



*One ring to rule them all,
One Ring to find them,
One Ring to bring them all and in the
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. Nine rings were gifted to the race of Men who, above all else, desire power.

For within these rings was bound the strength and will to govern

each race. But they all were deceived. For another ring was made.

In the land of Mordor, in the fires of Mount Doom, 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™

The One Ring, an innocent-looking golden band, is by far the most 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 dispatch 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.



Middle-earth

Middle-earth is, by and large, a pleasant place. Hobbits, Men, Elves and Dwarves live in peace with one another despite their obvious cultural differences. Lately, however, there have been signs of darkness rising throughout the land.

Hobbits inhabit an idyllic agricultural valley called the Shire, where they live in underground houses and have little to worry about besides nosy family members. Hobbits are very small, with big hairy feet, and they have never been known for their courage or adventurous natures. Frodo's improbable journey shows that hobbits can be the bravest and boldest of all creatures.

The Men of Middle-earth are heroic, but not entirely trustworthy. They are known to be selfish and have difficulty controlling their desires. Even the beloved wizard Gandalf is afraid to handle The One Ring for fear of its corruptive powers. Still, Aragorn shows himself to be the best of men in terms of bravery, dedication and valour in battle.

Elves are gentle, graceful creatures that live in harmony with nature. They are immortal unless killed in battle, and they conduct themselves with the wisdom and calm of the millennia they have lived. Legolas is a prince of the Elves, possessing keen eyesight, remarkable bravery and skill with a bow.

Dwarves are short, strong and often grumpy creatures that excel in underground endeavours like tunnelling and mining for jewels and precious metals. Their prickly dispositions can often mask the deep bonds that they develop with relatives and friends. Gimli is a proud dwarf and he wields his axe with skill and might that strike fear in the heart of much larger enemies.

The Fellowship

Gandalf discovered the true nature of the magical ring Frodo possessed and urged him to leave the Shire. Learning of Sauron's efforts to recover The One Ring, Frodo quickly escaped the Shire, dodged numerous Ringwraiths and made his way toward the Elven stronghold of Rivendell. Here, the great leaders of Middle-earth discussed the problem of The One Ring and Sauron's recent activities. It was agreed that The One Ring must be taken to Mount Doom to be destroyed. After some debate (and an energetic but fruitless attempt by Gimli to destroy The One Ring with his axe) it was decided that Frodo would bear the burden of The One Ring. Several agreed to accompany and protect him including Gandalf, Aragorn, Legolas, Gimli, Boromir, Sam, Merry and Pippin. Together they formed the Fellowship of the Ring and set off toward Mount Doom on their epic adventure.

For more information about this and other titles, visit EA GAMES™ on the web at www.eagames.com

GETTING STARTED

The Lord of the Rings, The Two Towers is based closely on the plot of the first two blockbuster *The Lord of the Rings* movies. Yet *The One Ring* is now in your friend's hands and you have many choices to make. What character will you choose? What tactics will help you survive against the overwhelming forces of the Dark Lord Sauron and Saruman? These decisions are yours to make and yours to live with. So choose carefully and, whatever you do, don't let your guard down.

- To start a new game, select **NEW GAME** from the Main menu.

Main Menu

Begin a new game, load an existing game, change game settings or view credits from this screen.

New Game: Embark on a journey with a cast of new characters.



Load Game: Continue an adventure with experienced characters.

Options: Adjust game settings.

Credits: Learn more about the game's creators.

Options Menu

The Options menu adjusts audio levels, subtitles, controller vibration and difficulty settings for the entire game.

Music Volume Adjust the volume of game music using a slider bar.

Game Volume Adjust the overall game volume using a slider bar.

Sound Set the sound mode to **MONO**, **STEREO** or **SURROUND**.

Subtitles Turn text subtitles **ON** or **OFF**.

Vibration Turn controller vibration **ON** or **OFF**.

Difficulty Set the difficulty of your Middle-earth journey to **EASY**, **NORMAL** or **EXPERT**.

To highlight an option, press the directional button **UP/DOWN**.

To adjust the highlighted option, press the directional button **LEFT/RIGHT**.

To accept all option settings and leave the Options menu, press the **▲** button.

Pause Menu

- To pause the game in mid-battle, press the **START** button.
- To resume the game, press the **START** button again.

OPTIONS

Go directly to the Options menu without exiting the current battle. See *Options Menu* on p. 7.

EXIT TO MENU

Quit the current battle and go to the Mission Selection screen.

SHOW UPGRADES

Check your upgraded skills and the corresponding button combinations.

PLAYING THE GAME

Venturing into Middle-earth is no longer safe for any Man, Elf, Dwarf or Hobbit. The ghoulish armies of the Dark Lord Sauron threaten to overwhelm everything in their path. Yet there is no choice. The armies must be stopped, and it is you who must stop them.

The first time you play the game you are launched into gameplay straight after the introductory sequence, before the main menu is displayed. The vibration function will be active the first time you play and can be turned off via the pause menu.

Gameplay Screen

Mastering the gameplay screen is the first step in saving Middle-earth.



Health Gauge

Let this gauge run dry and you're dead. Parrying and jumping back can help you keep the health you already have. Walking over potions can restore lost health.

Experience Meter

Fill this gauge to the top to gain a level. When a new level is reached a + appears at the top of the meter.

Skill Meter

Experience and Upgrade points are scored each time you kill one of Sauron's minions. There are four ratings of kills: Fair, Good, Excellent and Perfect. The higher the skill meter, the better the kill rating, and the more points you gain. Use advanced combinations and avoid being hit by enemies to fill up the Skill Meter to earn the highest rating. Once a Perfect rating is achieved, all of your attacks cause additional damage for a brief period of time and the experience received for each kill is doubled.

Missile Weapon throwing

This gauge indicates the number of arrows left in your quiver (or throwing axes remaining if you're playing as Gimli).

Crucial Information

One or more gauges can appear in the upper right corner of the screen. These gauges often represent the health of friends or structures you are defending. Do not let your friends die or the cause is lost. At times gauges will also appear to indicate the number of enemies present or an enemy's health.

Mission Results Screen

At the end of each mission this screen will appear to summarize your accomplishments.



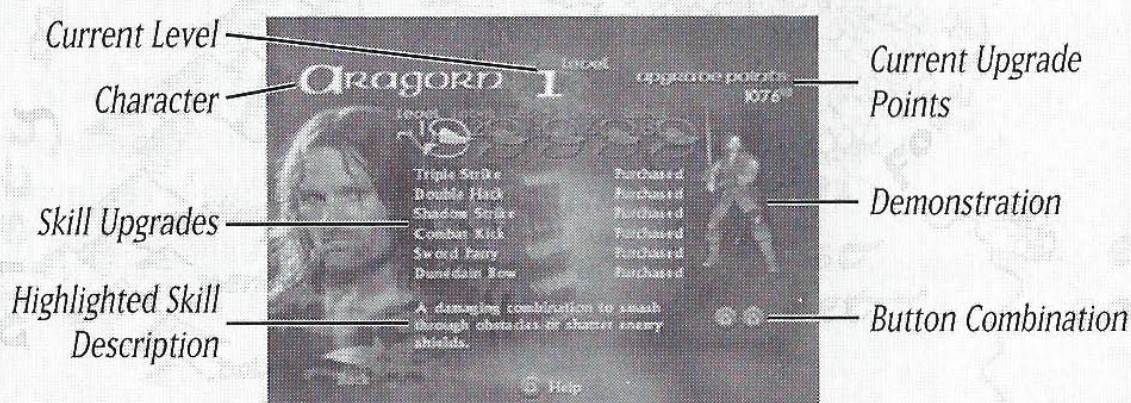
Kills are broken down into four ratings and the resulting experience points are tallied on this screen.

- To replay the last mission, press the directional button **LEFT/RIGHT** to select **REPLAY** then press the **X** button.
- To accept the Experience points for the last battle and move on to the Skill Upgrade screen, press the directional button **LEFT/RIGHT** to select **CONTINUE** then press the **X** button.

You may return later to replay any mission from the Mission Selection screen.

Skill Upgrades

Acquire Skill Upgrades as you earn upgrade points to improve your combat abilities.



Press the directional button **UP/DOWN** to highlight a Skill Upgrade. Your character performs each highlighted skill. The upgrade points required to obtain each upgrade are listed to the right of the skill.

To purchase a Skill Upgrade:

1. Highlight the desired skill.
2. Make sure that you have enough upgrade points.
3. Press the **X** button.
4. Confirm by selecting YES.

Mission Selection

Choose any unlocked battle from the Mission Selection screen as you make your way toward Mordor. Unlock new battles by winning the previous battle or advancing characters to higher levels.

Many extras are also available from the Mission Selection screen including interviews, the making of the video game, secret missions and even a secret character. The more achievements you make in the game, the more extras you unlock.

- Highlight missions or extras by pressing the directional button.
- Select the highlighted item by pressing the **X** button.

Character Selection

Choose a worthy character for the next mission.

To select a character:

1. Press the directional button **LEFT/RIGHT** to highlight a character.
2. Press the **X** button to select the highlighted character.
3. Press the **X** button again to begin battle.

SAVING AND LOADING

Note: Never insert or remove a memory card (8MB) (for PlayStation®2) when loading or saving files.

Games can be saved at the end of any mission or when returning to the Main menu and can be loaded from the Main menu. Each saved game contains the adventures of all characters that have been used before in that game.

Note: If there is no *Lord of the Rings* save data on the memory card (8MB) (for PlayStation®2) during the boot up sequence, the Main menu will not be displayed.

To save a game:

1. Select CONTINUE from the Skill Upgrades screen.
2. Confirm that you would like to continue by selecting YES.
3. When asked if you would like to save your game, select YES.
4. Select the MEMORY CARD slot that contains the desired memory card.
5. Select the location into which you will be saving the game.
6. Confirm your selection by selecting YES.

To load a game:

1. Select LOAD GAME from the Main menu.
2. Select the MEMORY CARD slot that contains the desired memory card.
3. Press the directional button **UP/DOWN** to select the desired game and press the **X** button. The selected game will load to the Mission Selection screen.

CHARACTERS

The future of Middle-earth is in the hands of a few brave adventurers who have chosen to help Frodo destroy The One Ring. Each is a credit to his or her race and if they are successful they can return their peoples to the peaceful lives they once knew. There are four playable characters: Aragorn, Legolas, Gimli and a secret character who can be unlocked.

Aragorn

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 the 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.

Legolas

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.

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.

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.

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.

FORCES OF EVIL

No warrior takes Middle-earth's evil creatures lightly and, as Sauron grows in strength, so do his armies of sinister creations. It is wise to learn the ways of these creatures, for knowing their weaknesses is your only hope against them.

Cave Troll™

Big, slow-witted and dangerous, the cave troll is an awkward brute that might not be taken seriously if it weren't so horrifying. Its strength is legendary, its speed deceptively fast and its thick hide and strong constitution make fighting one an epic event. Thankfully, its decision-making skills are lacking and Cave Trolls despise direct sunlight.

Orcs™

The foot soldiers of Sauron's evil forces, Orcs can be found throughout Middle-earth. Although mutated from Elves, Orcs are corrupted forms that stand just over five feet tall. Taking their strength and determination for less than full-size can be a deadly mistake, however, especially when multiple Orcs are involved in battle. Capable of melee attacks as well as ranged attacks with bows, Orcs have no obvious weaknesses.

Lurtz™

At Amon Hen the Fellowship fights to protect Frodo from the Uruk-Hai. Lurtz, their leader, is bigger and more fierce than the rest of his army and slaying him will prove no easy task.

Ringwraiths (Nazgul)

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.

Saruman the White™

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 Uruk-Hai. One cannot hope to overpower Saruman, for merely surviving any confrontation with this brilliant wizard is considered a true victory.



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.

Uruk-Hai™

Saruman has succeeded in crossbreeding Men and Orcs. The result is an army of stronger, faster Orcs that do not weaken in sunlight. They are capable of melee attacks, ranged attacks with bows and pike attacks. Genetic enhancement makes the Uruk-Hai larger, stronger and far more dangerous than their standard Orc counterparts.

Wargs™

The great Wargs are a terrifying breed of huge wolf-like carnivores, driven by a hunger for blood and predatory intelligence. Saruman recruits Wargs, and Orcs skilled in riding them, in his campaign to crush the nation of Rohan. Worked into a killing frenzy by the murderous Orcs, the Wargs fall upon ruined Rohan refugees as they flee their burning homes.

The Watcher

The Mines of Moria rarely see visitors and the Watcher is one of the main reasons why. This multi-tentacled behemoth waits patiently for prey just outside the entrance to the mines, and very rarely does a man-sized meal escape its writhing grasp.