

XBOX



THE LORD OF THE RINGS

THE TWO TOWERS™



Electronic Arts Inc.
209 Redwood Shores Parkway
Redwood City, CA 94065



1447205



MA
An AOL Time Warner Company

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

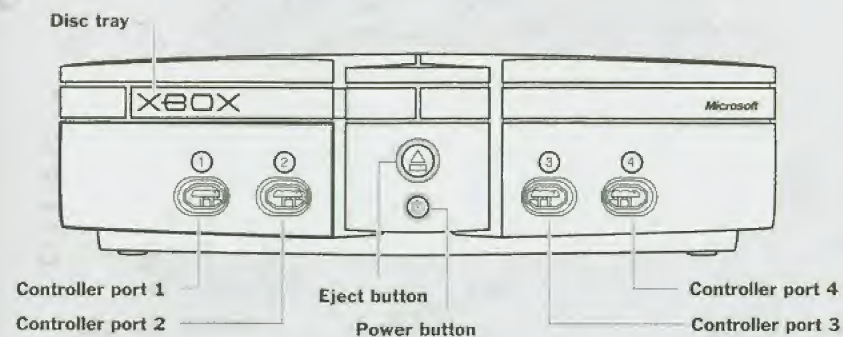
THE LORD OF THE RINGS™

THE TWO TOWERS

CONTENTS

USING THE XBOX VIDEO GAME SYSTEM	2
USING THE XBOX CONTROLLER	3
COMPLETE GAME CONTROLS	4
THE LEGEND OF THE RING	6
GETTING STARTED	9
MAIN MENU	9
OPTIONS MENU	10
PAUSE MENU	10
PLAYING THE GAME	11
GAMEPLAY SCREEN	11
MISSION RESULTS SCREEN	12
SKILL UPGRADES	12
MISSION SELECTION	13
CHARACTER SELECTION	13
SAVING AND LOADING	14
CHARACTERS	15
FORCES OF EVIL	16
LIMITED 90-DAY WARRANTY	18

USING THE XBOX VIDEO GAME SYSTEM



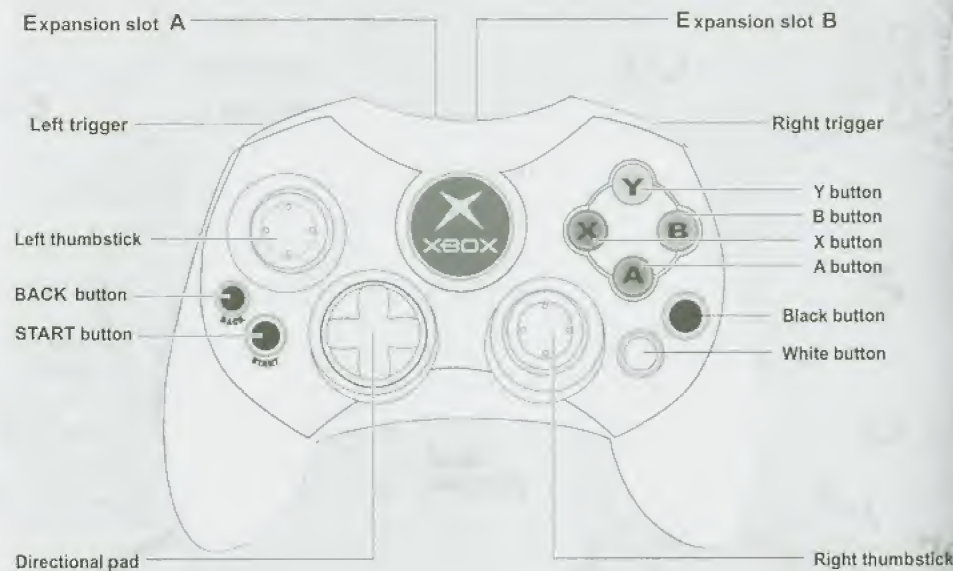
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *The Lord of the Rings™*, *The Two Towers™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *The Lord of the Rings*, *The Two Towers*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- ✱ Insert only Xbox-compatible discs into the disc drive.
- ✱ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ✱ Do not leave a disc in the Xbox console for extended periods when not in use.
- ✱ Do not move the Xbox console while the power is on and a disc is inserted.
- ✱ Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER




1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *The Lord of the Rings*, *The Two Towers*.

COMPLETE GAME CONTROLS

GAME CONTROLS



Speed Attack	A or ← R / R →
Fierce Attack	Y or R / R
Knock Back	B
Parry	X
Killing Move	R (pull)
Jump Back	RB
Equip Ranged Weapon	L (pull and hold)
Fire Ranged Weapon (while equipped)	A or  (release to fire)

- 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 **A** or **R** button longer for a more powerful shot.
To aim the ranged weapon, pull and hold **L** and aim by moving **○**. 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 harms way.

BASIC COMBINATION MOVES

Your character begins the game with two simple combination moves.

Three hit Speed Combo **A**, **A**, then **A**

Double hit Fierce Combo **Y** then **Y**

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.

Linked Attack Successful Parry, then **A**, then pull **R**



Shoulder Rush **A** + **B**

Devastating Attack **Y** (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 **Y** or the . 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 **Y** or the  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. (► *Skill Upgrades* on p. 12)

MENU/NAVIGATION CONTROLS

Highlight menu items 

Cycle choices/Move sliders ←  →

Select/Go to next screen **A**

Return to previous screen **B**

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. And nine, 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 were all of them 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 has 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 valor 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, and remarkable bravery and skill with a bow.

Dwarves are short, strong, and often grumpy creatures that excel in underground endeavors like tunneling 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 discovers the true nature of the magical ring Frodo possesses and urges 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 INFO about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

To purchase a skill upgrade:

1. Highlight the desired skill.
2. Make sure that you have enough upgrade points.
3. Press **A**.
4. Confirm by selecting YES.
5. Select Continue and press **A** to move to the Mission Selection screen.

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 **O**.
- * Select the highlighted item by pressing **A**.

CHARACTER SELECTION

Choose a worthy character for the next mission.

To select a character:

1. Press **←O/O→** to highlight a character.
2. Press **A** to select the highlighted character.
3. Press **A** again to begin battle.




SAVING AND LOADING

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.

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 location into which you will be saving the game.
5. Confirm your selection by selecting YES.

To load a game:

1. Select LOAD GAME from the Main menu.
2. Press / to select the desired game and press . 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 staves 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 footsoldiers 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 sees 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.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS™ LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual are found to be defective within the 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding upon or obligate Electronic Arts. If any such warranties are incapable of exclusion, then any such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

EA WARRANTY CONTACT INFO

E-mail and Web Page: <http://techsupport.ea.com>
Phone: 650-628-1900

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in the manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent from Electronic Arts.

NEED A HINT? Call the EA HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the **US**, dial **900-288-HINT** (4468). \$0.95 per minute.

In **CANADA**, dial 900-451-4873, \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.

EA TECH SUPPORT CONTACT INFO

E-mail and Web Page: <http://techsupport.ea.com>

Mailing Address: Electronic Arts Technical Support
PO Box 9025
Redwood City, CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

© 2002 New Line Productions, Inc. The Lord of The Rings and the characters, names, and places therein, TM The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. All Rights Reserved. Game Code and certain audio visual elements © 2002 Electronic Arts Inc. All rights reserved. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

GET IN THE GAME

WANT TO JOIN THE #1 INTERACTIVE
ENTERTAINMENT COMPANY?

VISIT EA RECRUITER AT [HTTP://JOBS.EA.COM](http://JOBS.EA.COM).

STILL A STUDENT?

CHECK OUT EA ACADEMY AT [HTTP://EAACADEMY.EA.COM](http://EAACADEMY.EA.COM).

Proof of Purchase

The Lord of the Rings, The Two Towers



THE LORD OF THE RINGS WIZARDS' DUEL

Recreate the battle between Saruman the White and Gandalf the Grey in the Tower of Orthanc.

Games Workshop, the most successful tabletop battle games company in the world, is offering the purchasers of Electronic Arts' The Lord of The Rings computer game the chance to experience their exciting hobby.

Collecting

For The Lord of The Rings range, Games Workshop has recreated in fine detail all the major characters and races in the film for you to collect.

Painting

Games Workshop also produces a range of paints to recreate the beautiful colours and textures of the film and make your models uniquely yours.

Gaming

Recreate the action and adventure of The Lord of The Rings film trilogy. Can you lead the armies of The Last Alliance to victory over the Dark Lord Sauron?



These finely detailed pewter metal miniatures come complete with a floor plan to represent Saruman's palantir chamber on your tabletop and rules to re-enact their magical duel. To obtain your own Wizards' Duel (for \$15 plus \$4 packaging and handling) call:

Games Workshop U. S. A Mail Order 1-800-394-4263 (toll free)
or contact
Games Workshop U. S. A Mail Order, 6721 Baymeadow Drive,
Glen Burnie, MD 21060-6401

Miniatures are supplied unpainted

NEW LINE CINEMA
An AOL Time Warner Company

GAMES WORKSHOP

www.games-workshop.com

EA GAMES & SIDESHOW/WETA EXCLUSIVE!

Limited Edition
Cave Troll
1/6 Scale Polystone Bust
Limited Edition of 10,000 Worldwide

Yours for
**20%
OFF***

with this Exclusive
Coupon Offer from
Electronic Arts.

Now Only

\$60

Regular Price \$75.
Does NOT include
Shipping & Handling.

The Cave Troll™ is
10 3/4" (273mm) Tall

THE LORD OF THE RINGS
THE FELLOWSHIP OF THE RING

TO ORDER ONLINE, USE COUPON CODE **EACAVETRL** WHEN ORDERING.

WWW.SIDESHOWWETA.COM

NEW LINE CINEMA
An AOL Time Warner Company



Sideshow
Weta
COLLECTIBLES

© 2002 New Line Productions, Inc. The Lord of The Rings and the characters, names and places therein, ™ the Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. All Rights Reserved. Games Workshop is a registered trademark of Games Workshop Ltd. © 2002 Games Workshop Ltd

Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. EA GAMES™ is an Electronic Arts™ brand. © NLP, Inc. ™ Tolkien Ent. Licensed to NLP, Inc. All Rights Reserved. *The 20% discount applies only to Sideshow/Weta's The Lord of the Rings™ Cave Troll Bust. Void where prohibited. Offer valid to U.S. customers only. Not valid with any other offers. Offer expires 5/31/03. © 2002 Sideshow, Inc. & Weta Workshop, Ltd. All Rights Reserved.