

The Lord of the Rings: The Two Towers (Prima's Official Strategy Guide) by Prima Games



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ISBN: 0761541942

ISBN13: 978-0761541943

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Book title: The Lord of the Rings: The Two Towers (Prima's Official Strategy Guide)

Pages: 96 pages

Publisher: Prima Games (November 26, 2002)

Language: English

Category: Games & Strategy Guides

Size PDF version: 1629 kb

Size ePUB version: 1374 kb

Size DJVU version: 1986 kb

Other formats: doc mobi lrf mbr

One Ring to rule them all ·In-depth walkthroughs and maps for all 13 levels, including The Gates of Moria, Rohan, and Helm's Deep ·Tips to defeat every enemy, including expert strategies for taking down bosses ·The 10 best gameplay tactics revealed ·Hints on uncovering secret missions and characters ·Special section covering 10 can't-miss features



Reviews of the The Lord of the Rings: The Two Towers (Prima's Official Strategy Guide) by Prima Games

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Son very happy with

Tisicai

If you think that you would not need a strategy guide to get through the Two Towers, which is basically a hack and slash game, you would be very wrong...dead wrong in fact.

Although at first look, the game looks like just a lot of button mashing and waving your sword around, there is a fair amount of strategy to make it through. For example, in the 3rd level (The gates of Moria) you have to fight the watcher in the water to finish the level. When I first fought, I assumed that I could just hold down the "Block" button, and block the tentacles. 3 tries later, my frustration point was at a boil. Then I looked at the book, and discovered that I had to tap the button rapidly to block the tentacles. On my next try, I killed the beast with ease.

In Balins tomb, I had a lot of trouble defeating the cave troll and finishing the level. Then I learned after reading the book that I had to do a double hack, then hop back with the L2 button. These types of examples are found all throughout the book, where it reveals all the necessary tips that you would need to make it through the game.

Other than these life saving strategies, the guide has maps to guide you through (although they are kind of vague in detail). They also reveal all the cheat codes, and how to get the secret unlockable character.

All in all, a worthy guide.

The good:

Reveals life saving tactics

has all the cheat codes

overall, a good buy

The not so good:

maps are vague

Wilmaine

I heard that the game is so fascinating but have observed that it is much appealing to serve mostly adolescent boys (13-16 years of age). For those who are adult men but still enjoy owning/playing this adventuresome game must be cautious to not offer this entertainment at all to children and women.

In your own behalf, please safely enjoy your use of this spectacular game.

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