

## Playfield

- a. **Left Outlane:** Spot K in K-E-E-P
  - b. **Left Inlane:** Spot first E in K-E-E-P, light **Spot Ring Target**
  - c. **Right Inlane:** Spot second E in K-E-E-P
  - d. **Right Outlane:** Spot P in K-E-E-P
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- 1. **The Shire:** award **Sam**; Mystery award when lit
  - 2. **Left Orbit:** award **Pippin**; access Barad Dur, Orthanc; Gift of the Elves
  - 3. **Paths of the Dead:** reach via Orthanc tower
  - 4. **Left Ramp:** award **Legolas**; collect Rings;
  - 5. **Inner Orbit:** award **Gandalf**; collect Rings; access Orthanc;
  - 6. **Ring Ramp:** award **Frodo**; start Mode;
  - 7. **Palantir Target:** Mystery award when lit
  - 8. **Bumpers:** award **Boromir**
  - 9. **Right Up-Kicker:** award **Gimli**; start Gollum Multiball when lit
  - 10. **Right Ramp:** award **Aragorn**; collect Rings; lock balls
  - 11. **Right Orbit:** award **Merry**; collect Rings;
  - 12. **Spot Ring Target:** awards one Ring



## Gameplay

### Rings

- Shots to any of **Left Ramp**, **Right Ramp**, **Inner Orbit** or **Right Orbit** will award a Ring (Elf, Dwarf or Man depending on lit insert)
- **Spot Ring Target** awards a random ring; relight at **Left Inlane**
- Collecting all Rings of a type will award:
  - Elves (3 rings): light *Mode Start*
  - Dwarves (7 rings): light *Mystery at The Shire*
  - Men (9 rings): light *Gollum Multiball* at **Right Up-Kicker**
- Collecting all 19 rings starts *Ring Frenzy* (hurry-up): collect all four *Ring* shots to add to Ring Jackpot then shoot **Right Ramp** to collect

*Modes*: collect 3x Elf rings to light *Mode Start*; shoot **Ring Ramp** to begin

- Escape the Ringwraiths: hurry-up; hit flashing shots (**Right Up-Kicker**, **Inner Orbit**, **Left Ramp** and **Right Ramp** in that order)
- Gandalf vs Saruman: make 4x ramp shots, then Orthanc (via **Orbits**), then roving shot, then end at Orthanc again
- Warg Battle: hurry-up; shoot **Left Ramp** to start, then make lit shots
- War of the Ents: shoot Orthanc 6x (via **Orbits**)
- Attack of Shelob: make lit shots, which alternate from left side of playfield to right side
- Kill the Witchking: make **Left Ramp** or **Right Orbit** followed by **Right Ramp**; repeat three more times
- There and Back Again: only available once other six modes complete; make **Ring Ramp** to select a previously-completed mode, then any lit shot to collect points

*Fellowship of the Ring Multiball*: collect all 9 members of the Fellowship, then make Barad Dur via **Left Orbit**

- Balrog enters the building; hit him, then make either Ramp; repeat until all members of Fellowship are safe

*Two Towers Multiball*: complete K-E-E-P to light lock, then lock in **Right Ramp**; repeat for two more balls

- Make lit shots for jackpots; type of jackpot determined by how many balls in play (2 balls = jackpot; 3 balls = double jackpot)
- Jackpots increase when made with less than 3 seconds between shots, else reset to level one

*Return of the King Multiball*: start by collecting 5,000 souls from **Paths of the Dead**

- Make lit shots (each shot will have 1-4 inserts lit; more inserts = higher jackpots)

*Gollum Multiball*: collect nine rings of Man then shoot **Right Up-Kicker**

- A ball is added to play; every 7 seconds playfield scores are doubled, then halved, then doubled etc; other multiballs can stack on top of *Gollum Multiball*

*Skill Shot*: time your shot to select Skill Shot option (see lit insert on shooter lane)

- Soft plunge into rollovers for +5 bonus multiplier
- Medium plunge into Orthanc Tower
- Strong plunge to left flipper then make **Right Orbit**