The Lord of the Rings: The Two Towers



Figure Aragorn

Santiago Moreno

# Table of Contents

[Table of Contents 2](#_Toc512432571)

[Table of Figures 3](#_Toc512432572)

[Table of Tables 4](#_Toc512432573)

[Control Scheme 5](#_Toc512432574)

[Aragorn 6](#_Toc512432575)

[About 6](#_Toc512432576)

[Combat 6](#_Toc512432577)

[Combat Metrics 7](#_Toc512432578)

[Attack 1 – Strider Dance 8](#_Toc512432579)

[Attack 2 – Isuldur’s Penance 9](#_Toc512432580)

[Attack 3 – Fang of Gondor 10](#_Toc512432581)

[Enemies 11](#_Toc512432582)

[Locked, Unlocked, Neutral 11](#_Toc512432583)

[Ideal Chart 12](#_Toc512432584)

[Lock/Unlock/Neutral Chart 12](#_Toc512432585)

[Enemy 1 – Moria Goblin 13](#_Toc512432586)

[Enemy 2 – Armored Goblin 14](#_Toc512432587)

[Enemy 3 – Shelob Spawn 15](#_Toc512432588)

[Enemy 4 – Uruk-Hai 16](#_Toc512432589)

[Special Enemy 1 – Goblin Archer 17](#_Toc512432590)

[Special Enemy 2 – Neekerbreekers 18](#_Toc512432591)

[Special Enemy 3 – Shegob Spiderlings 19](#_Toc512432592)

[Bibliography 20](#_Toc512432593)

# Table of Figures

[Figure 1 Aragorn 1](#_Toc512432559)

[Figure 2 Control Scheme 5](#_Toc512432560)

[Figure 3 Aragorn with his sword, Andúril 6](#_Toc512432561)

[Figure 4 Aragorn Idle Pose 7](#_Toc512432562)

[Figure 5 A group of Moria Goblins 13](#_Toc512432563)

[Figure 6 Armored Goblin 14](#_Toc512432564)

[Figure 7 Shelob herself 15](#_Toc512432565)

[Figure 8 A group of Uruk-Hai 16](#_Toc512432566)

[Figure 9 The Goblin Archer. 17](#_Toc512432567)

[Figure 10 Angry Neekerbreekers 18](#_Toc512432568)

[Figure 11 Shegob Spiderlings 19](#_Toc512432569)

[Figure 12 Spiderling Sack, before bursting 19](#_Toc512432570)

# Table of Tables

[I. Strider Dance Input Guide 8](#_Toc474197517)

[II. Strider Dance Stage 1 8](#_Toc474197518)

[III. Strider Dance Stage 2 8](#_Toc474197519)

[IV. Strider Dance Stage 3 8](#_Toc474197520)

[V. Isuldur’s Penance Input Guide 9](#_Toc474197521)

[VI. Isildur’s Penance Stage 1 9](#_Toc474197522)

[VII. Isildur’s Penance Stage 2 9](#_Toc474197523)

[VIII. Isildur’s Penance Stage 3 9](#_Toc474197524)

[IX. Fang of Gondor Input Guide 10](#_Toc474197525)

[X. Fang of Gondor Stage 1 10](#_Toc474197526)

[XI. Ideal Lock/Unlock/Neutral Chart 12](#_Toc474197527)

[XII. Actual Lock/Unlock/Neutral Chart 12](#_Toc474197528)

[XIII. Moria Goblin Stats 13](#_Toc474197529)

[XIV. Moria Goblin Attack 13](#_Toc474197530)

[XV. Moria Goblin Lock/Unlock/Neutral 13](#_Toc474197531)

[XVI. Armored Goblin Stats 14](#_Toc474197532)

[XVII. Armored Goblin Attack 14](#_Toc474197533)

[XVIII. Armored Goblin Lock/Unlock/Neutral 14](#_Toc474197534)

[XIX. Shelob Spawn Stats 15](#_Toc474197535)

[XX. Shelob Spawn Attack 15](#_Toc474197536)

[XXI. Shelob Spawn Lock/Unlock/Neutral 15](#_Toc474197537)

[XXII. Uruk-Hai Stats 16](#_Toc474197538)

[XXIII. Uruk-Hai Attack 16](#_Toc474197539)

[XXIV. Uruk-Hai Lock/Unlock/Neutral 16](#_Toc474197540)

[XXV. Goblin Archer Stats 17](#_Toc474197541)

[XXVI. Goblin Archer Attack 17](#_Toc474197542)

[XXVII. Neekerbreekers Stats 18](#_Toc474197543)

[XXVIII. Spiderling Stats 19](#_Toc474197544)

# Control Scheme

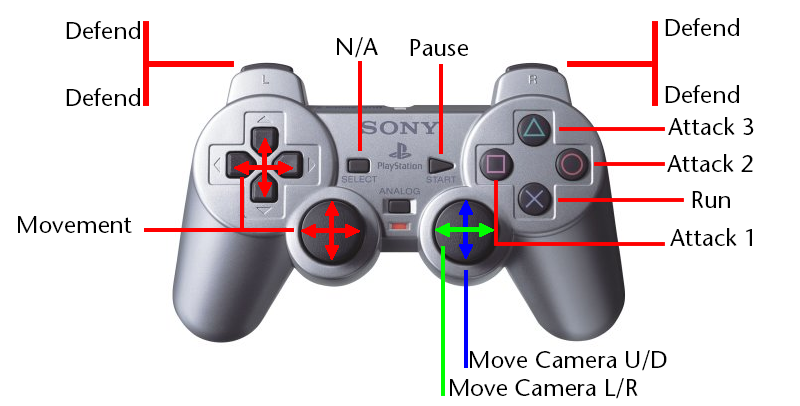


Figure Control Scheme

# Aragorn



Figure Aragorn with his sword, Andúril

## About

*Aragorn II Elessar*, also known as *Strider*, fights alongside the *Fellowship Of The Ring*, with his longsword *Andúril*. An expert with the sword, the bow, and the dagger, few men match his skill in combat. He protects *Frodo* in his long journey to delivering the *One Ring* to *Mt. Doom*. Eventually, he ascends to the throne of *Gondor* as King. Bravery, an unbreakable will, and wisdom are his main characterizations, a product of his elven upbringing and royal heritage.

## Combat

Aragorn fights primarily with his sword, with both one hand and two handed strikes. He uses his bow mostly whenever enemies are farther away and very rarely opts to fight with his dagger. This allows him to excel in close-mid range combat, with the option to transition into long-range combat should the need arise.

However, the purposes of this document, Aragorn only fights with in close-quarters one-on-one combat.

Seven attacks comprise Aragorn’s moveset. They filter into two different three-stage attacks (henceforth also referred to as combos) and one single-stage attack. In addition, Aragorn can also walk, run, and defend from attacks. When defending from attacks, the Aragorn takes no damage from enemy attacks, but cannot deal damage, either.

Using the appropriate button in succession strings combos together. The button must be pressed during the “attack” window, as detailed below.

### Health

Aragorn’s health pool is of 1300 Units.

## Combat Metrics

Attack times shown are in both frame units and seconds. All time measurements are in milliseconds (ms), unless otherwise stated. Each frame represents 1/30th of a second, or 33.33 milliseconds.



Figure Aragorn Idle Pose

When idling, Aragorn holds his sword with both hands vertically, standing slightly to the side. When every attack ends, he must return to this position, referred to as his idle position.

## Attack 1 – Strider Dance

|  |  |  |
| --- | --- | --- |
| **□** -> | **□** -> | **□** -> |
| Stage 1 -> | Stage 2 -> | Stage 3 |

1. Strider Dance Input Guide

### Stage 1

Description: Aragorn swings horizontally, at height with his own neck, from left to right, using both hands.

|  |  |  |  |
| --- | --- | --- | --- |
| Wind Up Time | Attack Time | | Cooldown Time |
| 8 frames/266.4ms | 5 frames/165.5 ms | | 8 frames/266.4ms |
| Damage | | 300 | |

1. Strider Dance Stage 1

Wind-Down: Aragorn must stabilize his body back into his neutral position, slowing down his spin.

### Stage 2

Description: Aragorn spins in place, dealing another horizontal swing with only his right hand, this time at belly height.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Wind Up Time | Attack Time | Attack Time | | Cooldown Time |
| 8 frames/266.4ms | 5 frames/165.5 ms | 4 frames/133.32ms | | 9 frames/299.97ms |
| Damage | | | 300 + 200 | |

1. Strider Dance Stage 2

Wind-Down: Aragorn must stabilize his body from the violent spin, as well as regain his footing.

### Stage 3

Description: Aragorn lifts his left hand to meet his right hand above his head and to his right side, ending with a vertical swing downwards with both hands.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Wind Up Time | Attack Time | Attack Time | | Attack Time | Cooldown Time |
| 8 frames/266.4ms | 5 frames/165.5 ms | 4 frames/133.32 ms | | 3 frames/99.99ms | 4 frames/133.32ms |
| Damage | | | 300 + 200 + 400 | | |

1. Strider Dance Stage 3

Wind-Down: Aragorn lifts both hands up to his side.

## Attack 2 – Isuldur’s Penance

|  |  |  |
| --- | --- | --- |
| **○** -> | **○** -> | **○** -> |
| Stage 1 -> | Stage 2 -> | Stage 3 |

1. Isuldur’s Penance Input Guide

### Stage 1

Description: Aragorn swings his sword in an overhead strike over his right shoulder, using both hands.

|  |  |  |  |
| --- | --- | --- | --- |
| Wind Up Time | Attack Time | | Cooldown Time |
| 7 frames/266.4ms | 5 frames/165.5 ms | | 8 frames/266.4ms |
| Damage | | 400 | |

1. Isildur’s Penance Stage 1

Wind-Down: Aragorn must raise his sword from the side of his left thigh back into his neutral position.

### Stage 2

Description: Aragorn kicks the enemy before him with the plant of his right foot.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Wind Up Time | Attack Time | Attack Time | | Cooldown Time |
| 7 frames/233.31ms | 5 frames/165.5 ms | 4 frames/133.32ms | | 4 frames/133.32ms |
| Damage | | | 400 + 150 | |

1. Isildur’s Penance Stage 2

Wind-Down: Aragorn must recover his balance by forcefully planting his right foot before returning both hands to his neutral position.

### Stage 3

Description: Aragorn makes a horizontal swing with his right hand, at height with his midriff.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Wind Up Time | Attack Time | Attack Time | | Attack Time | Cooldown Time |
| 7 frames/233.31ms | 5 frames/165.5 ms | 4 frames/133.32 ms | | 4 frames/99.99ms | 8 frames/266.4ms |
| Damage | | | 400 + 150 + 500 | | |

1. Isildur’s Penance Stage 3

Wind-Down: Aragorn’s right hand stabilizes his sword while his left hand reaches to hold the hilt again.

## Attack 3 – Fang of Gondor

|  |
| --- |
| △ |
| Stage 1 |

1. Fang of Gondor Input Guide

### Stage 1

Description: Aragorn crouches slightly, and stabs forward with both hands, aiming at height with belly.

|  |  |  |  |
| --- | --- | --- | --- |
| Wind Up Time | Attack Time | | Cooldown Time |
| 10 frames/333.3ms | 5 frames/165.5 ms | | 10 frames/333.3ms |
| Damage | | 700 | |

1. Fang of Gondor Stage 1

Wind-Down: Aragorn requires a brief pause, then raises his body along with his sword in both hands.

# Enemies

The Fellowship Of the Ring encounter all sorts of creatures in their travels. From low goblins to gargantuan Ballrogs, their skills in combat must deal with anything. This section details seven different enemies, explaining in detail their health and attack capabilities. Three enemies are unique, however, due to requiring unique strategies than the rest.

## Locked, Unlocked, Neutral

When Aragorn fights an enemy, he has several tools at his disposal. In order to quantify and expand on the strengths and weaknesses of each one, a chart is included that catalogs the relationship between each individual stage of each attack vs every enemy, and ranked as Locked, Neutral, or Unlocked. Each rank corresponds to how much health Aragorn takes when defeating this enemy with that specific stage.

* Locked: Defeating this enemy with this attack will require a considerable investment in health. Locked enemies deal more than **700[[1]](#footnote-1)** points of damage to Aragorn before dying.
* Neutral: Defeating many of this enemy requires some health. Neutral enemies deal between **400** and **600** health.
* Unlocked: Defeating this enemy requires little to no health investment. Unlocked enemies deal less than **400** units of health.

With this, there are also some assumptions made in these calculations:

* Aragorn cannot mix attacks. For example, he cannot start with Stage 1 of Attack 1 and then use Stage 1 of Attack 2.
* Enemies always fight one-on-one, and both Aragorn and the enemy are in range of each other’s attacks always.
* Both the enemy and Aragorn begin their attack simultaneously.

## Ideal Chart

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Ideal Lock/Unlock/Neutral Chart | | | | | | | |
|  | Special Enemy 1 | Special Enemy 2 | Special Enemy 3 | Enemy 1 | Enemy 2 | Enemy 3 | Enemy 4 |
| Defend | U | L | L | L | L | L | L |
| Walk | L | U | L | L | L | L | L |
| Run | L | L | U | L | L | L | L |
| A1S1 | L | L | L | N | L | L | L |
| A1S2 | L | L | L | N | N | N | L |
| A1S3 | L | L | L | U | N | U | N |
| A2S1 | L | L | L | N | U | N | L |
| A2S2 | L | L | L | U | L | L | L |
| A2S3 | L | L | L | U | N | U | N |
| A3S1 | L | L | L | U | U | N | U |

1. Ideal Lock/Unlock/Neutral Chart

Special enemies are unique, locked to all attacks but one non-attacking move. More information on each one in their own section.

## Lock/Unlock/Neutral Chart

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Lock/Unlock/Neutral Chart | | | | | | | |
|  | Special Enemy 1 | Special Enemy 2 | Special Enemy 3 | Enemy 1 | Enemy 2 | Enemy 3 | Enemy 4 |
| Defend | U | L | L | L | L | L | L |
| Walk | L | U | L | L | L | L | L |
| Run | L | L | U | L | L | L | L |
| A1S1 | L | L | L | N | L | L | L |
| A1S2 | L | L | L | U | L | L | L |
| A1S3 | L | L | L | U | N | U | L |
| A2S1 | L | L | L | N | N | L | L |
| A2S2 | L | L | L | U | L | L | L |
| A2S3 | L | L | L | U | N | U | L |
| A3S1 | L | L | L | U | U | N | N |

1. Actual Lock/Unlock/Neutral Chart

The actual chart. For a full, detailed breakdown, refer to the Worksheet Moreno\_TwoTowers.

## Enemy 1 – Moria Goblin



Figure A group of Moria Goblins

### About:

Small, cowardly, and weak, goblins are of little threat to Aragorn, except when they swarm like cockroaches. They fight with short-spears and daggers.

|  |  |
| --- | --- |
| Health | 500 |
| Damage per Attack | 200 |

1. Moria Goblin Stats

### Attack:

The goblin strikes with his spear forward, toward Aragorn’s chest.

|  |  |  |
| --- | --- | --- |
| Wind Up Time | Attack Time | Cooldown Time |
| 6 frames/199.98ms | 3 frames/99.99 ms | 5 frames/165.5 ms |

1. Moria Goblin Attack

|  |  |
| --- | --- |
| Lock/Unlock/Neutral | |
| A1S1 | N |
| A1S2 | U |
| A1S3 | U |
| A2S1 | N |
| A2S2 | U |
| A2S3 | U |
| A3S1 | U |

1. Moria Goblin Lock/Unlock/Neutral

## Enemy 2 – Armored Goblin



Figure Armored Goblin

### About:

Slightly less pathetic than their vanilla brethren, this unit fights with his sword and a shield. The extra armor makes it attack slightly slower as a result.

|  |  |
| --- | --- |
| Health | 700 |
| Damage per Attack | 500 |

1. Armored Goblin Stats

### Attack:

The goblin strikes with his sword, swinging wildly from top to bottom.

|  |  |  |
| --- | --- | --- |
| Wind Up Time | Attack Time | Cooldown Time |
| 7 frames/233.31ms | 5 frames/165.5 ms | 5 frames/165.5 ms |

1. Armored Goblin Attack

|  |  |
| --- | --- |
| Lock/Unlock/Neutral | |
| A1S1 | L |
| A1S2 | L |
| A1S3 | N |
| A2S1 | N |
| A2S2 | L |
| A2S3 | N |
| A3S1 | U |

1. Armored Goblin Lock/Unlock/Neutral

## Enemy 3 – Shelob Spawn



Figure Shelob herself

### About:

These large spiders are children of the monstrous Shelob and look like a miniaturized version of their mother. Quick on their feet and even quicker to violence, they are a very tough nut for Aragorn to crack.

|  |  |
| --- | --- |
| Health | 900 |
| Damage per Attack | 300 |

1. Shelob Spawn Stats

### Attack:

The spider pounces Aragorn, with both frontal legs raised, baring its fangs.

|  |  |  |
| --- | --- | --- |
| Wind Up Time | Attack Time | Cooldown Time |
| 4 frames/99.99ms | 8 frames/266.4ms | 5 frames/165.5 ms |

1. Shelob Spawn Attack

|  |  |
| --- | --- |
| Lock/Unlock/Neutral | |
| A1S1 | L |
| A1S2 | L |
| A1S3 | U |
| A2S1 | L |
| A2S2 | L |
| A2S3 | U |
| A3S1 | N |

1. Shelob Spawn Lock/Unlock/Neutral

## Enemy 4 – Uruk-Hai



Figure A group of Uruk-Hai

### About:

The terrifying main force of Isengard, the Uruk Hai are abominations, somewhat resembling super-soldier versions of conventional Orcs. While Aragorn can defeat them one on one, they are not a trifling foe to encounter in large numbers and should always engaged with caution.

|  |  |
| --- | --- |
| Health | 1200 |
| Damage per Attack | 450 |

1. Uruk-Hai Stats

### Attack:

Using their large sword, the Uruk Hai takes a chop with a large arc.

|  |  |  |
| --- | --- | --- |
| Wind Up Time | Attack Time | Cooldown Time |
| 9 frames/299.97ms | 3 frames/99.99ms | 10 frames/333.33 ms |

1. Uruk-Hai Attack

|  |  |
| --- | --- |
| Lock/Unlock/Neutral | |
| A1S1 | L |
| A1S2 | L |
| A1S3 | L |
| A2S1 | L |
| A2S2 | L |
| A2S3 | L |
| A3S1 | N |

1. Uruk-Hai Lock/Unlock/Neutral

## Special Enemy 1 – Goblin Archer



Figure The Goblin Archer.

### About:

This version of the weak Moria Goblin fights with a bow. They pepper Aragorn with arrows until he can safely approach them and take them down. Due to their lack of discipline, they do not put up a fight once Aragorn reaches them.

To successfully beat them, Aragorn must approach them and **block** any incoming arrows. If blocked this way, they deal no damage. Timing is of the essence, permitting Aragorn to safely approach them under the barrage.

|  |  |
| --- | --- |
| Health | 400 |
| Damage per Attack | 350 |

1. Goblin Archer Stats

### Attack:

|  |  |  |
| --- | --- | --- |
| Wind Up Time | Attack Time | Cooldown Time |
| 9 frames/299.97ms | 3 frames/99.99ms | 10 frames/333.33 ms |

1. Goblin Archer Attack

## Special Enemy 2 – Neekerbreekers



Figure Angry Neekerbreekers

### About:

These loud pests harass Aragorn and the Hobits as they make their way to Weathertop. While they pose no threat to anything other than seasonal crops, Neekerbreekers have the unfortunate tendency to be very loud when disturbed. At this point in the story, Aragorn is escorting the Hobits to Rivendell, Nazgûl in pursuit. Aragorn must **walk** around their hiding spots while navigating the grasslands on route to Weathertop, lest their cries warn the Nazgûl of the party’s location. There are goblins Aragorn must also deal with as he avoids combat near the insects further complicate matters.

|  |  |
| --- | --- |
| Health | 1 |
| Damage per Attack | 0 |

1. Neekerbreekers Stats

## Special Enemy 3 – Shegob Spiderlings



Figure Shegob Spiderlings

### About:

Spiderlings measure approximately a foot in length and are unable to harm Aragorn. They appear after bursting from egg sacks and scurry along the floor. After about 8 seconds of aimlessly running around the floor, they burrow underground, after which they reappear as *Shelob Spawns*. To kill them, players must **run** over them before this. Players that do not address these creatures quickly will find themselves overrun.

These creatures cause more fear and stress by their presence than by being actually dangerous; encounters with these creatures should give ample time to allow the player to safely dispose of them before they are a danger.

|  |  |
| --- | --- |
| Health | 1 |
| Damage per Attack | 0 |

1. Spiderling Stats



Figure Spiderling Sack, before bursting

# Bibliography

Figure 1: <http://vignette1.wikia.nocookie.net/vsbattles/images/2/23/97404-the-lord-of-ring-aragorn.jpg/revision/latest?cb=20140910004901>

Figure 2: S2 Controller <https://images-na.ssl-images-amazon.com/images/I/41pX2kkg-HL.jpg> Via Amazon

Figure 3: Aragorn <http://www.desktopimages.org/pictures/2012/0926/1/brunettes-movies-men-the-lord-of-the-rings-aragorn-viggo-mortensen-warriors-swords-the-two-towers-pics-152652.jpg> Via DesktopImages.org

Figure 4: Aragorn <http://vignette2.wikia.nocookie.net/lotr/images/d/de/Sword.jpg/revision/latest?cb=20120728190733>

Via LOTR Wikia

Figure 5: Goblins at the Siege of Moria <http://vignette1.wikia.nocookie.net/lotrfanon/images/d/da/Goblins_at_the_siege_of_moria.jpg/revision/latest?cb=20070726191510> Via Lotrfanon Wikia

Figure 6: Goblin 1 <http://wetaworkshop.com/assets/Uploads/Collectables/_resampled/CroppedImage320216-Crop36221129762-Merch-LOTR-Goblin-1.jpg> Via WetaWorkshop

Figure 7: Shelob <http://www.paulcampion.com/illustration/concept/> Via Paul Campion

Figure 8: Uruk-Hai <http://vignette3.wikia.nocookie.net/lotr/images/7/79/Uruk_Hai.jpg/revision/latest?cb=20120209125456> Via One Wiki To Rule Them All

Figure 9: Goblin Archer <http://wetaworkshop.com/assets/Uploads/Collectables/_resampled/CroppedImage320216-Crop11391810547-Merch-LOTR-Goblin-2.jpg>

Figure 10: Neekerbeekers <http://d8p.deviantart.com/art/Neekerbreekers-572380613>

Figure 11: <http://suptg.thisisnotatrueending.com/archive/41522153/images/1438132259172.jpg>

Figure 12: Alien Chrysalis http://goldenarmor.com/alien-egg-sack/

1. Values subject to change; find them in the adjunct Excel document in the “Aragorn” Tab, in cells G84 for Unlocked and G85 for Locked. [↑](#footnote-ref-1)