

# Lord of the Rings takes over again

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What if Frodo never destroyed the One Ring? What if Sauron took over Middle-Earth and all of its inhabitants? Pandemic Studios, the producers of the *Star Wars Battlefront* series, are releasing their new third person, class-based action game: *The Lord of the Rings: Conquest*. Much like the *Star Wars* games, *Conquest* uses the class selection system for the player to utilize the many types of characters, but with some new and improved twists.

*Conquest* is a third person, intense action and adventure, beat 'em up type of video game. There are two modes of play included in the game: single-player and multiplayer. In the single-player mode, gamers start by playing the Good Campaign, which takes the player through many of the famous battles from *The Lord of the Rings* movies such as Helm's Deep, Mines of Moria, and Minas Tirith. There is also an additional battle outside of the books and movies at Mina's Morgul.

Players select a class that they want to fight as for each individual battle, and have the ability to change that class at almost any point in time during the game. There are four main classes within *Conquest*. The first one, Warrior, is a character who utilizes swords and fire during combat. The

Archers have their bow and arrows, of course. Scouts use stealth and daggers as their specialty when fighting. Finally, Mages use a variety of spells to overcome their opponents.

Players can choose many of the heroes from the *Lord of the Rings* story to play as after reaching a certain point in each battle include: Frodo, Gandalf, Legolas, Gimli, and Aragorn. The Good Campaign follows the movie story line almost exactly, ending with Frodo destroying the Ring.

Players using the single-player mode can also begin the Evil Campaign by playing as the forces of Sauron instead. The Campaign starts with the player playing as a Nazgûl. They must kill Frodo before he gets to destroy the Ring. The Campaign progresses throughout the game and the player takes over all of Middle-Earth along with Sauron's forces, playing as villains like Wormtounge, Nazgûl, the Witch-King, the Mouth of Sauron, and even Sauron himself.

The multiplayer segment is similar to the single-player because both have the class system, and many different playable heroes and villains. There is also an option in which the player can play online or split-screen with one or more articles through the Campaign modes. There is also an online portion in which there are five different game types: team deathmatch, conquest, capturing



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*In Lord of the Rings: Conquest, players get to experience their character in various battles and work their way up through the game levels.*

the ring, hero deathmatch, and ring bearer. For those video gamers who know the battlefront games, the first four are the usual gametypes for most online shooter-style games. The newest gametype is ring bearer, a mode in which one player is Frodo, whose job is to protect the ring, and the rest play as Nazgûl. When one of the Nazgûl kills Frodo, they become the new ring bear-

er, and must escape from the Nazgûl.

The game was released January 13. The game is designed for the Xbox 360, Nintendo DS, PS3, and the PC. The demo is available for a download on both the Xbox 360 and the PS3. It contains a tutorial demo, and also a multiplayer demo, which requires an EA Games account. Don't miss out on one of this year's most highly anticipated games!