

* 1/4 bonus bonus	L-VUK Left VUK	LR Left Ramp	DTs Drop Targets	BTs Beast Targets
** 1/2 bonus	R-VUK Right VUK	CB Captive Ball	ULDTS Upper Left Drops	LLBT Lower Left BT
*** 1x bonus	L-ORB Left Orbit	RR Right Ramp	LLDTS Lower Left Drops	ULBT Upper Left BT
**** 2x bonus	R-ORB Right Orbit	POPS Pop Bumpers	RDTs Right Drops	URBT Upper Right BT
***** 4x Bonus	KICKS Kickers	ROLLS Roll Overs	Y-TGTs Yellow Lit targets	LRBT Lower Right BT

	D ** (G,B,L) <u>Roast Mutton</u> 1 each in Sequence: ULDT, RDT, ULDT, LLDT, ULDT, RDT, ULDT, LLDT. LR to exit	K * <u>The One Ring</u> RR (1x) values declines with time	R *** <u>Jailbreak</u> shoot all ROLLS POPS RR R-ORB	Y **** <u>On the Doorstep</u> ULDT 3x in sequence RR CB (timer stops) L-ORB (countdown)	
A ** (D,M) <u>Fall of Erebor</u> LVUK (4x) Y-TGTs +value	H *** <u>Orc Ambush</u> lit Y-TGTs (multiple - count?) LORB CB RORB BTs +value	L ***** <u>Riddles in the Dark</u> Random DT Rndm ORB, VUK, RMP Random DT Rndm ORB, VUK, RMP Random DT Rndm ORB, VUK, RMP blue shots reduce field	O *** <u>Mirkwood</u> red shots end mode LR R-VUK RR L-VUK	V ** <u>The Resurgence Of Sauron</u> LR (5x) all targets +value	3 * <u>A Thief in the Night</u> R-ORB or L-ORB (score countdown)
B ** (B,D,M/G) <u>An Unexpected Party</u> POPS - 4x any DTs + value	E ** <u>Radagast the Brown</u> LLBT (3x) RVUK exit	M **** <u>Escape From Goblin Town</u> LR 6 rndm DTs LR ULBT (4x)	S ** <u>Interrogation</u> URBT (4x)	Z *** <u>Fire and Water</u> L-VUK LR R-ORB RR R-VUK	4 **** <u>Demise of Bolg</u> RR/LR (alternating in pairs) 5 ramps to complete avoid DTs
C *** (B) <u>The Contract</u> CB or LVUK RR Y-TGTs (3x)	I ** <u>Moon Runes</u> LR or RR (5x)	N **** <u>Queer Lodgings</u> rndm DT L-ORB rndm DT R-ORB rndm DT CB (3x)	P *** <u>Flies and Spiders</u> LLBT (3x) Y-TGTs (5x)	1 *** <u>The Gathering of Clouds</u> POPS & KICKS (?x) avoid DTs CB to escape	5 ***** <u>Defeat of Azog</u> Ramps and Orbits random order as flashing (10x) R-VUK CB to exit
	F *** <u>Dol Guldur</u> Shoot all 9 DTs ULDT - DAF LLDTs LRDTs RVUK to exit	J **** <u>Stone Giants</u> Shoot all 11 DTs values decline with time	T ** <u>Flashback</u> RR fire arrow Y-TGTs (quick combo to ARF)	2 **** <u>Rescue Gandalf</u> RR or LR R-ORB or L-ORB (in sequence 3x) RR R-VUK lit LLDT to exit	
	G *** <u>The Bait</u> Hit two combos sequence doesn't matter RR to RORB combo LR to LORB combo		Q *** <u>Save Kili</u> LLBT R-ORB LLBT any LLDT LLBT R-ORB LLBT	X *** <u>Duel in Lake Town</u> URBT, ULBT (3x in sequence) URBT 2x to exit declining timer for each shot	
			U *** <u>Evil Revealed</u> R-VUK LR (3x) URBT LRBT (3x)		

Into the Fire 5 ball MB 5 stages each stage resets MB 1: 15 green targets LR exit	2: 3 DTs then LRBT (5x) CB exit 3: 10 BTs (rndm) CB exit	4: LR -> 3 BTs (5x) RR exit 5: victory laps hit 6 lit shots/repeat (Ramps, Orbs, VUKs)	Barrel Escape 5 ball MB (4 in stg 1) 5 stages each stage resets MB	1: hit 15 POPS ULDT bank = 3 POPS 1 LLDT to exit CB changes LLDT select 2: any Ramp+URBT (8x) 3: 15 shots. Dwarfs,	ramps, pops spot R-ORB to exit 4: ULDT 4x and LLDT 3x ramps, pops spot "F" yellow tgt to exit 5: VL same as prior	Battle of 5 Armies 5 ball MB (4 in stg 1) 7 stages each stage resets MB basic premise: bash beasts other lit targets help jackpots multiply or +beast counters	1: 10 BTs, URBT exit 2: 20 UxBTs, URBT exit LRDTs multiply SJP 3: spell DWARF in order with CB shot between each letter CB to exit 4: 30 BTs, DT banks help; -> CB exit	5: CB/RR/LLDT pop up BTs; 30 BTs -> CB 6: 100 blue shots (DTs and BTs) Green shots reset targets. RR exit 7: VL same as prior
There and Back Again Wizard Mode Play all 31 modes		any VUK to start 31 shots, 10 sec per shot all modes 6x after reset						