

* 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

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

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