

The Lord Of The Rings: The Two Towers FAQ/Walkthrough

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This walkthrough was originally written for The Lord Of The Rings: The Two Towers on the GC, but the walkthrough is still applicable to the PS2 version of the game.

The Lord of the Rings: The Two Towers
Walkthrough by: Invader Hera

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1. "The Legend of the Ring"

I copied this from the manual, so I don't take any credit for it.

"It began with the forging of the great rings.

"Three were given to the elves-immortal, wisest, and fairest of all beings. Seven to the dwarf lords-great miners and craftsmen of the mountain halls. And nine, nine rings were gifted to the race of men, who, above all else, desire power.

"For within these rings was bound the strength and will to govern each race. But they were all of them deceived. For another ring was made.

"In the land of Mordor, in the fires of Mount Doom, the Dark Lord Sauron forged, in secret, a master ring to control all others. And into this ring, he poured his cruelty, his malice, and his will to dominate all life."

"The One Ring"

"The One Ring, an innocent-looking golden band, is by far the most powerful object in all of Middle-earth. Put it on, and the wearer becomes completely invisible. Using its powers of invisibility draws the attention of the Dark Lord Sauron, who may dispatch sinister creatures to retrieve The One Ring.

"The One Ring has a strange corruptive influence, causing greed and powerlust in many who are exposed to it. Possessing The One Ring can prolong the life of its keeper, but corruption from The One Ring will eventually

transform a normal hobbit into a selfish, hideous monster.

"The One Ring was forged thousands of years ago by Sauron in the fires of Mount Doom. He was close to using The One Ring's full power to dominate Middle-earth when it was cut from his hand in battle. Sauron has been trying to reclaim The One Ring ever since losing it, and if he does, Middle-earth will be plunged into darkness and sorrow.

"To prevent Sauron from possessing The One Ring, it must be destroyed forever, and this can be accomplished only by throwing it back into the fiery chasm of Mount Doom. Frodo shows a remarkable resistance to The One Ring's evil influence, so he volunteers to carry it on the perilous journey to Mount Doom."

"Middle-Earth"

"Middle-earth is, by and large, a pleasant place. Hobbits, Men, Elves, and Dwarves live in peace with one another despite their obvious cultural differences. Lately, however, there have been signs of darkness rising throughout the land.

"Hobbits inhabit an idyllic agricultural valley called the Shire, where they live in underground houses and have little to worry about besides nosy family members. Hobbits are very small, with big hairy feet, and they have never been known for their courage or adventurous natures. Frodo's improbable journey shows that hobbits can be the bravest and boldest of all creatures.

"The men of Middle-earth are heroic but not entirely trustworthy. They are known to be selfish and have difficulty controlling their desires. Even the beloved wizard Gandalf is afraid to handle The One Ring for fear of its corruptive powers. Still, Aragorn shows himself to be the best of men in terms of bravery, dedication, and bravery in battle.

"Elves are gentle, graceful creatures that live in harmony with nature. They are immortal unless killed in battle, and they conduct themselves with the wisdom and calm of the millennia they have lived. Legolas is a prince of the Elves, possessing keen eyesight, and remarkable bravery and skill with a bow.

"Dwarves are short, strong, and often grumpy creatures that excel in underground endeavors like tunneling and mining for jewels and precious metals. Their prickly dispositions can often mask the deep bonds that they develop with relatives and friends. Gimli is a proud dwarf, and he wields his axe with skill and might that strikes fear in the hearts of much larger enemies."

The Fellowship

"Gandalf discovers the true nature of the magical ring Frodo possesses and urges him to leave the Shire. Learning of Sauron's efforts to recover The One Ring, Frodo quickly escaped the Shire, dodged numerous Ringwraiths, and made his way toward the Elven stronghold of Rivendell. Here, the great leaders of Middle-earth discussed the problem of The One Ring and Sauron's recent activities. It was agreed that The One Ring must be taken to Mount Doom to be destroyed. After some debate (and an energetic but fruitless attempt by Gimli to destroy The One Ring with his axe) it was decided that Frodo would bear the burden of The One Ring. Several agreed to accompany and protect him, including Gandalf, Aragorn, Legolas, Gimli, Boromir, Sam, Merry, and Pippin. Together they formed the Fellowship of the Ring, and set off toward Mount Doom on their epic adventure."

2. Controls

Control Stick: move character

C-Stick: speed attack

A: speed attack, fire long-ranged weapon

B: parry

X: kick

Y: fierce attack

L: hold to use your long-ranged weapon

R: shadow strike
Start: pause game

For upgrade controls, see the upgrades section.

3. Walkthrough

A. Prologue

This is just an area where you can practice fighting (as Isildur).

B. Weathertop

(You play this area only as Aragorn.) Just attack the Ringwraiths with Y to light them on fire. Use Y at the fire to light the torch when it goes out. Make sure you protect Frodo; later on he won't be able to run away.

C. Gates of Moria

At first, you'll just have just a few goblins to fight, but later on, there are goblins that shoot arrows. When you can't reach enemies, use your long range weapon. Also, it is helpful to parry with B to avoid getting hit with arrows. (Make sure you don't forget to get the health enemies drop if you need it. In some places, there are also boxes you can break for health.) Later on, in some water, there will be more goblins, some of which come out from the water. It is especially helpful to parry the arrows shot by the goblins here since you can't move very fast. At the end, you'll have to fight the boss alone.

Boss: The Watcher is pretty easy. Just use B when it tries to hit you with its tentacles, then, cut the tentacles that stick up in the water. Its head will come up, so hit it with a long range weapon. Continue this until you win.

D. Balin's Tomb

(Legolas seems to be the best here.) First of all, you have to fight a lot of goblins, some of which have shields which you can break with a Fierce Attack. After a bit, you'll have to fight a troll. This seems like the time when a lot of health is dropped by the enemies. Anyway, avoid the troll's club when you attack it. You can use a long range weapon, but it's faster to run up to it right after it attacks, then, use a fierce attack or two before running away again.

Make sure you're health is full by the time it has half its health gone because you'll have to fight it along the edge of the room where you probably won't be able to recover any health. Watch out for a couple goblins up here and hide behind the pillar so you won't get hit by the troll's chain. After getting hit enough, the pillars will break, so it's best to beat the troll before all the pillars are gone. You have to hit the troll with a long range weapon, and if you stand back a bit from the pillar, you can hit the troll without getting hit by the chain. (Legolas's arrows seem to work the best on it, so that's why he's the best for this area.) When you defeat the troll, the area ends.

E. Amon Hen

There are 75 Uruk-Hai in this area that you need to kill before the blue meter in the upper right corner of the screen runs out (where Frodo's face is shown), otherwise, the Uruk-Hai will catch Frodo. At this very beginning area, the other two playable characters will fight with you. (Up the stairs nearby is a box, and when you break it, I think it gives you some experience.) Anyway, all you really need to do is run through here and kill things. Some Uruk-Hai shoot arrows and others throw things that light part of the ground on fire. Most can easily be killed any way, but some can only be hit with a long range weapon. After a little bit is a pointless cut scene showing Frodo hiding behind a tree. (Right after that is a doorway, and you can cut through the plant growing over part of it. Through the doorway is a box you can break for experience.) Later on, with the other two people from the beginning, kill of

the remaining Uruk-Hai and Frodo will be saved. Hooray. Go past here for a cut scene and a boss battle.

Boss: The boss, Lurtz, shoots three arrows at a time very quickly, and sometimes other Uruk-Hai will attack you. Anyway, it is easiest to hit him with your long range weapon. When you do that enough, he'll come after you with a sword. (Watch out, he's pretty fast.) Just go around the statue things so that he gets his sword stuck in one so you can attack him a bit. Continue doing that until you win.

F. Fangorn Forest

In this area, you can break things in your path like logs, but not until you kill all the enemies in the area. Anyway, right before a big log, you'll have some goblins and orcs to fight. Run back the way you came right away so you don't get surrounded. After killing these enemies, go into the big log. Right at the end, an Uruk-Hai will drop down. These berserker-type (that's what I call them) ones are really annoying and hard to hit. It really helps to kill the enemies from earlier quickly enough to charge the skill meter enough (until your weapon glows and you get a perfect rating), then, kill this Uruk-Hai. (If you can't do that, you can still beat it, it's just harder. It can block attacks easily, so if it keeps blocking you, you might need to get farther from it, then, try again to hit it.)

Once the Uruk-Hai is killed, right past here is a troll. It can throw stuff at you and use its club. It's easy to kill if you attack it right after it swings its club. Keep that up until you win. Now break through the gate ahead, and there will be a cut scene. Kill the orcs, then, go past here. There are more orcs, then, there will be orcs that come out of the water. Go through the waterfall and defeat another troll. Break the box nearby for experience, then, go farther on and kill another berserker Uruk-Hai. Past here, kill some orcs, then, some goblins, then finally, two more trolls. (There are two paths to them, and in one is a box with health in it. In another box near the trolls is experience.) Kill the trolls, then, go past here, and there will be a cut scene.

G. Plains of Rohan

Right at first, you have Gandalf to help you. Kill the two Uruk-Hai, then, go into the town. You have to save enough people; if the green meter in the upper right hand corner goes low enough, you'll have to try again. Kill the Uruk-Hai here, then, go into the building Gandalf opened up. (He also leaves for now.) Break the water barrel to put out the fire. After a cut scene, kill the Uruk-Hai right outside the door, then, go up the stairs. Kill the Uruk-Hai here, then, go outside. Kill the berserker Uruk-Hai, then, some other Uruk-Hai past here. You'll have to break a water barrel with a long range weapon, then, break through the stuff in the path. Past here, go through the building. Outside, Gandlaf will help you again. Kill the Uruk-Hai here, then, kill the berserker Uruk-Hai that you can't reach. Now, unblock the path to the left and go that way. After another cut scene. Kill all the Uruk-Hai (including another berserker one) before the people die, then, break the stuff blocking the doorway to free everyone and end the area.

H. The Westfold

(I used Legolas here.) There are a lot of explosives here, which you need to blow up from afar. It's best to do this as enemies get near it, so you can kill them all. At first, you'll just have to kill some Uruk-Hai and some orcs. At the stream, break the box for some experience, then, past the stream, along with all the other enemies, you have bomber Uruk-Hai to deal with. Just hit them with a long range weapon to blow them up (or you can get near one so it stops, then run and it will blow itself up). Past here is a cut scene, then, you'll find a lot of enemies and a lot of explosives. Kill them, then, go past here. (Right after here is a box behind some fire. Go up some nearby stairs, hit the water barrels, then, go up some more steps and break some more barrels

to put out the fire. Now go and break the box for some experience.) Kill some more Uruk-Hai, then, break the cart in the path and go farther. When you're crossing the water, watch out for enemies coming out of the water, arrows, and bomber Uruk-Hai. On the other side, blow up the explosives to end the area.

I. Gap of Rohan

First off, kill a couple of Wargs. (A couple arrows work well on them.) Now, break the gate and go past. Kill the Wargs, then, there will be a boss battle. That was quick.

Boss: This isn't too hard, it just takes a while. You can't hurt this Warg until it rears up, which it does after it charges twice. When it runs at you, it's best to be by the water because it's less likely to get you. (If you're closer, be careful because if you're running in one direction, it will go that way, too, so you need to run in the other direction before it gets too close.) Also, the Warg can hit you if you're close to it, like after it rears up. Sometimes, other Wargs come over, and the things riding on them shoot arrows. Just hit them from afar, then, continue fighting the boss. When you win, the area will be over.

J. Helm's Deep: The Deeping Wall

All you have to do here is knock down ladders (with your combat kick) and kill enemies. At first, there are goblins, then, orcs. After that are Uruk-Hai and right at the end, there was one of the berserker Uruk-Hai (or more, but I only saw one). Sometimes, you'll have to watch out for arrows and stuff the catapults are throwing. On the upper right corner of the screen is the meter that shows how many enemies there are. Don't let it fill up. That meter is also a map, and the red dots are the ladders. Just keep killing enemies until the area ends.

K. Helm's Deep: Breached Wall

(Legolas is the best here.) You need to defend the gate, so don't let the meter run out for the gate. Enemies will attack it, so try to kill them as early as possible. There are many bomber Uruk-Hai which you can shoot from afar. They can blow up some of the orcs, but you'll probably have to deal with the shielded orcs yourself. Anyway, after a lot of Orc killing, some ordinary Uruk-Hai (three actually) and one of the berserker Uruk-Hai will come. Kill them and the big group of archers that come shortly after, then, kill another berserker Uruk-Hai.

This next part is really annoying. Now you have a troll to fight, while also keeping the bomber Uruk-Hai away from the gate. You must blow them up, since they won't blow themselves up when you get close to them anymore. It's hard to kill them while fighting the troll, so what I did was just focus on getting rid of the bombers. Once there aren't any that are close to the gate, you can't quickly attack the troll, then, shoot any Uruk-Hai that have gotten close. Repeat until that troll finally dies, then, you'll have a catapult to destroy. You'll have to get past some Uruk-Hai, some shielded Orcs, and some archers. At the catapult, destroy the wooden things around the sides and the front. (You can destroy two at once by attacking between one on the side and the one on the front. Also, make sure you get rid of those archers. They can light part of the ground on fire and prevent you from getting near the catapult.) Once the catapult is destroyed, the area will end.

L.Helm's Deep: Hornburg Courtyard

You have to defend this gate from orcs and goblins for a bit. After a cut scene, go up some steps and help someone (Aragorn or Legolas, depending on who you are), then, go back down to the gate. There are now Uruk-Hai here, too.

Defend the gate for a bit longer, then, when someone yells something about archers on the wall, go up the stairs and shoot down the archers on the far wall. (Though, if no one says anything, go shoot the archers once a lot of arrows start hitting the gate.) When you're back at the gate, there will also

be berserker Uruk-Hai, and a bit later, there will be two trolls. Kill them; luckily, they aren't paying much attention to you, so it should be easier. Once the trolls are killed the area will end. Now you can replay earlier areas and try to unlock the secret places.

M. Tower of Orthanc

At first, you can play this area as either Aragorn, Legolas, or Gimli, depending on if you've unlocked it or not. Once you beat it, you will unlock another Tower of Orthanc that you can play as Isildur. He is at level 10 with all the same upgrades Aragorn can get, so it is very easy with him. With Aragorn, both normal attacks and his bow are very useful. With Legolas, it is very useful to have all the arrow upgrades. If you're using Gimli, ordinary attacks work best.

(Don't forget to use your rising attack when you can. It is useful, whoever you are.)

Anyway, this area has twenty floors, and at the end of every floor, you'll recover some health and get back five arrows/throwing axes.

Floor 1: Here are just some Uruk-Hai (which can be quickly killed by a few arrows if you aren't Gimli).

Floor 2: This floor just has Uruk-Hai and shielded orcs.

Floor 3: There are Uruk-Hai and orcs.

Floor 4: There are Uruk-Hai and shielded orcs again.

Floor 5: Here are orcs, both with shields and without.

Floor 6: There are archers here.

Floor 7: Here are Uruk-Hai, normal orcs, and archers.

Floor 8: Here are shielded orcs and archers.

Floor 9: Here are shielded orcs and archer orcs again.

Floor 10: On this floor are Uruk-Hai and archers.

Floor 11: There are just archers here.

Floor 12: There are Uruk-Hai, orcs, and archers.

Floor 13: Once again, there are Uruk-Hai and archers.

Floor 14: Here are more Uruk-Hai, archers, and also some shielded orcs.

Floor 15: Finally something new. There are more archers and a troll. This troll (it's a darker color compared to the tougher trolls) can be killed by arrows easily.

Floor 16: There are berserker Uruk-Hai.

Floor 17: Now there are Uruk-Hai, berserker Uruk-Hai, and archers.

Floor 18: Along with a troll, there are archers and berserker Uruk-Hai.

Luckily, if the troll is near the others, it may kill them with its club.

Floor 19: There are orcs, archers, and two trolls. (One is a weaker cave troll.) Trolls can kill other enemies and each other, so make sure they stay close to each other so you may only have to fight one.

Floor 20: There are archers, shielded orcs and three trolls. Kill the darker colored one with arrows then the other two just like before. Now you're done. If you've beaten this with Isildur, you can see the credits.

4. Extras

In this section, I'm including all the non-playable things, though I am also including Tower of Orthanc.

Right from the start, there is:

Interview: Peter Jackson and Barrie Osborne

Interview: Elijah Wood

Interview: Ian McKellen

The Lord of the Rings: The Making of the Video Game

The Lord of the Rings: Concept Art

You have to unlock:

The Fellowship of the Ring: Production Photos-beat Balin's Tomb

Interview: John Rhys-Davies-get to level 5 with Gimli

Tower of Orthanc: Play as Gimli-get to level 10 with Gimli and beat Helm's Deep:

Hornburg Courtyard

Fangorn and Orthanc: Production Photos-beat Fangorn Forest

Interview: Orlando Bloom-level 5 w/Legolas

Tower of Ortanc: Play as Legolas-get to level 10 with Legolas and beat Helm's

Deep: Hornburg Courtyard

Rohan and Helm's Deep: Production Photos-beat Plains of Rohan

Interview: Viggo Mortensen-get to level 5 with Aragorn

Tower of Ortanc: Play as Aragorn-get to level 10 with Aragorn and beat Helm's

Deep: Hornburg Courtyard

Tower of Orthanc: Play Isildur-beat Tower of Orthanc with any character

Secret Codes-beat secret mission with secret character

5. Secret Codes

In Extras, I said how to unlock this. It is just codes you can use.

To use these, start an area, pause it, then hold L and R. Then, you can enter the code.

Always Devastating: BBXX

Small Enemies: YYAA

All Upgrades: YXYX

Invulnerable: YBAX

Slo-Mo: YXAB

Infinite Missiles: BXAY

6. Upgrades

ARAGORN (and Isildur)

Level 1 (automatically have all of them)

Triple Strike: This is a fast combination attack.

Controls: AAA

Double Hack: This is for breaking shields.

Controls: YY

Shadow Strike: This kill enemies lying on ground.

Controls: R

Combat Kick: This is just a kick to knock back enemies.

Controls: X

Sword Parry: This is to parry.

Controls: B

Dunedain Bow: This is the long-range weapon.

Controls: hold L, press A to fire, hold A for more damage

Level 2

Rush Attack: Drive unshielded enemies to ground.

Price: 3,000

Controls: AX

Rising Attack: Press A after you've fallen down to attack when getting up. This is very helpful.

Price: 8,000

Controls: A

Isildur's Swift Terror: This is for killing unshielded enemies.

Price: 5,000

Controls: AAY

Isildur's War Rush: This is to hurt, knockdown and kill powerful enemies.

Price: 5,000

Controls: AXR

Ranger Fury: Hold Y for a strong attack.

Price: 2,000

Controls: Y

Strength of the Stewards: This is a health upgrade.

Price: 10,000

Level 4

Goblin Bane: This is supposed to kill goblins.

Price: 4,000

Controls: BAR

Charge Attack: This can drive unshielded enemies to ground from long range, and it requires Rush Attack.

Price: 4,000

Controls: AX

Isildur's Death Charge: Wound, knockdown, and strike an enemy.

Price: 5,000

Controls: AXY

Isildur's Gambit: Hit unshielded enemy and kill it, then hit another.

Price: 5,000

Controls: AYAA

Rohan Bow: This is a stronger bow.

Price: 4,000

Strength of Isildur: This is a health upgrade, and it requires Strength of the Stewards.

Price: 10,000

Level 6

Orc Bane: This is supposed to kill orcs.

Price: 6,000

Controls: BAR

Isildur's Deliverance: This is for killing shielded enemies quickly.

Price: 6,000

Controls: YAAY

Strength of Elendil: This is a health upgrade, and it requires Strength of Isildur.

Price: 10,000

Wilderness Rage: Hold Y for a stronger attack; it requires Ranger Fury.

Price: 4,000

Controls: Y

Master Swordsman: This increases attack speed.

Price: 10,000

Level 8

Bane of Saruman: This is supposed to kill Uruk-Hai.

Price: 8,000

Controls: BAR

Isildur's Judgment: Smash shield of a powerful enemy, knockdown, and hit.

Price: 5,000

Controls: YYXY

Strength of Argonath: This is a health upgrade, and it requires Strength of Elendil.

Price: 10,000

Wrath of Numenor: Hold Y for stronger attack that lights enemies on fire. It requires Wilderness Rage.

Price: 6,000

Controls: Y

Gondor Bow: This is a stronger bow, and it requires the Rohan Bow.

Price: 6,000

LEGOLAS

Level 1 (automatically have all of them)

Triple Strike: This is a fast combination attack.

Controls: AAA

Double Hack: This is for breaking shields.

Controls: YY

Shadow Strike: This kill enemies lying on ground.

Controls: R

Combat Kick: This is just a kick to knock back enemies.

Controls: X

Knife Parry: This is to parry.

Controls: B

Mirkwood Longbow: This is the long-range weapon.

Controls: hold L, press A to fire, hold A for more damage

Level 2

Rush Attack: Drive unshielded enemies to ground.

Price: 3,000

Controls: AX

Elrond's Swift Terror: This is for killing unshielded enemies.

Price: 5,000

Controls: AAY

Elrond's War Rush: This is to hurt, knockdown and kill powerful enemies.

Price: 5,000

Controls: AXR

Elven Fury: Hold Y for a strong attack.

Price: 2,000

Controls: Y

Force of Celeborn: This is a health upgrade.

Price: 10,000

Rivendell Longbow: This is a stronger bow.

Price: 4,000

Level 4

Goblin Bane: This is supposed to kill goblins.

Price: 4,000

Controls: BAR

Rising Attack: Press A after you've fallen down to attack when getting up. This is very helpful.

Price: 8,000

Controls: A

Charge Attack: This can drive unshielded enemies to ground from long range, and it requires Rush Attack.

Price: 4,000

Controls: AX

Elrond's Death Charge: Wound, knockdown, and strike an enemy.

Price: 5,000

Controls: AXY

Elrond's Gambit: Hit unshielded enemy and kill it, then hit another.

Price: 5,000

Controls: AYAA

Lothlorien Longbow: This is a stronger bow.

Price: 6,000

Level 6

Orc Bane: This is supposed to kill orcs.

Price: 6,000

Controls: BAR

Elrond's Deliverance: This is for killing shielded enemies quickly.

Price: 6,000

Controls: YAAY

Dragonfire Arrows: These arrows set enemies on fire, and they require the Lothlorien Longbow.

Price: 8,000

Force of Galadriel: This is a health upgrade, and it requires Force of Celeborn.

Price: 10,000

Gil-galad's Rage: Hold Y for a stronger attack; it requires Elven Fury.

Price: 4,000

Controls: Y

Level 8

Bane of Saruman: This is supposed to kill Uruk-Hai.

Price: 8,000

Controls: BAR

Elrond's Judgment: Smash shield of a powerful enemy, knockdown, and hit.

Price: 5,000

Controls: YYXY

Mithril Arrows: These are stronger arrows, and they require Dragonfire Arrows.

Price: 10,000

Elven Bow Master: This increases the damage of your arrows.

Price: 10,000

GIMLI

Level 1 (automatically have all of them)

Triple Strike: This is a fast combination attack.

Controls: AAA

Double Hack: This is for breaking shields.

Controls: YY

Shadow Strike: This kill enemies lying on ground.

Controls: R

Axe Thrust: This is just a kick to knock back enemies.

Controls: X

Axe Parry: This is to parry.

Controls: B

Erebor Axes: This is the long-range weapon.

Controls: hold L, press A to fire, hold A for more damage

Level 2

Rush Attack: Drive unshielded enemies to ground.

Price: 3,000

Controls: AX

Balin's Swift Terror: This is for killing unshielded enemies.

Price: 5,000

Controls: AAY

Balin's War Rush: This is to hurt, knockdown and kill powerful enemies.

Price: 5,000

Controls: AXR

Dwarven Fury: Hold Y for a strong attack.

Price: 2,000

Controls: Y

Might of Rock: This is a health upgrade.

Price: 10,000

Might of Iron: This is a health upgrade that requires Might of Rock.

Price: 10,000

Level 4

Goblin Bane: This is supposed to kill goblins.

Price: 4,000

Controls: BAR

Charge Attack: This can drive unshielded enemies to ground from long range, and it requires Rush Attack.

Price: 4,000

Controls: AX

Rising Attack: Press A after you've fallen down to attack when getting up. This is very helpful.

Price: 8,000

Controls: A

Balin's Death Charge: Wound, knockdown, and strike an enemy.

Price: 5,000

Controls: AXY

Balin's Gambit: Hit unshielded enemy and kill it, then hit another.

Price: 5,000

Controls: AYAA

Rune of Protection: This is a health upgrade, and it requires Might of Iron.

Price: 10,000

Level 6

Orc Bane: This is supposed to kill orcs.

Price: 6,000

Controls: BAR

Balin's Deliverance: This is for killing shielded enemies quickly.

Price: 6,000

Controls: YAAY

Might of Balin: This is a health upgrade, and it requires Rune of Protection.

Price: 10,000

Might of Gloin: This is a health upgrade, and it requires Might of Balin.

Price: 10,000

Moria Axes: These are stronger axes.

Price: 4,000

Mountain Rage: Hold Y for a stronger attack; it requires Dwarven Fury.

Price: 4,000

Controls: Y

Level 8

Bane of Saruman: This is supposed to kill Uruk-Hai.

Price: 8,000

Controls: BAR

Balin's Judgment: Smash shield of a powerful enemy, knockdown, and hit.

Price: 5,000

Controls: YYXY

Might o Khazad-dum: This is a health upgrade, and it requires Might of Gloin.

Price: 10,000

Wrath of Moria: Hold Y for a stronger attack that lights enemies on fire. It requires Mountain Rage.

Price: 6,000

Controls: Y

Misty Mountain Axes: These are stronger axes, and they require Moria Axes.

Price: 6,000

Axe Mastery of Kings: This increases the damage of the Fierce Attack.

Price: 10,000

7. Copyright Stuff

Wonderful J.R.R. Tolkien owns the books on which this game is based, and EA Games owns the game. I own naught but this humble walkthrough, which you can't copy without my permission.