

The Lord of the Rings

The Journey to Mordor

Players assume the roles of the ring bearers. They want to bring the One Ring to Mordor and destroy it in the flames of Mount Doom. But the Nazgul are hot on their heels. Who will reach Mordor first?

The journey sheets are double-sided. The side with the compass rose is the Basic-Side and the side with the text box is the Advanced-Side.

Basic Game

Game Idea:

Ring Bearers: Travel to Mordor and destroy the One Ring in Mount Doom. For each die showing a ring, cross off a round box on the ring bearer route.

The first player to reach Mordor/Mount Doom on the ring bearer route is the winner of the game.

Nazgul: The road to Mordor is dangerous and Sauron's influence on the players is steadily increasing. For each die showing a Nazgul, cross off a square box on the Nazgul route. If a player has crossed off the last box of the Nazgul track in Mordor, he or she is out of the game.

The game continues until either; one of the Ringbearers reaches Mount Doom, or all players are eliminated by the Nazgul!

Set Up:

- Each player takes one Journey sheet and a pen or pencil.
- Turn the Journey sheet to show its Basic-Side (compass rose).
- Each player circles one of the four hobbits depicted on the sheet. No two players can choose the same Hobbit. I.e. each player is assigned a different hobbit/color.
- The player who has most recently read or seen the Lord of the Rings (or the youngest), is the starting player.

Game Play:

Beginning with the start player, players take turns in clockwise order.

On your turn, roll all five dice.

After each roll, you must set aside at least one die. You may choose to set aside several dice, but they have to show different symbols. For example, in a single roll you could set aside 1 ring, 1 Gandalf, 1 Nazgul, but never two rings or two Gandalf and so on. If there are one or more Nazgul in a role, you must choose and set exactly 1 aside, no matter what other dice you choose to set aside. A Nazgul symbol could be the only die set aside in a roll if you choose.

Any dice not set aside must be rolled again. As in the first roll, at least one die must be set aside, but still no more than one of each symbol. Only over the course of several rolls will you begin to have multiple dice showing the same symbol. Continue to roll until all 5 dice have been set aside, either by choice or in the case of Nazgul, obligatorily.

Note: A player will never roll more than 5 times.

Important: A player may not stop rolling voluntarily (exception: the White Tree).

Once all 5 dice have been set aside, they are scored in any order.

Note: Color only matters when dice are showing the Nazgul symbol. For all other symbols the color of the die is irrelevant.

Die results:

RINGS bring the players closer to Mordor/Mount Doom!

ORCS nullify rings and thus slow down the players.

FELLOWSHIP blocks orcs.

NAZGUL increase Sauron's influence on the Nazgul route.

GANDALF weakens Sauron's influence and lengthens the Nazgul route.

WHITE TREE can let a player ignore dangers and choose when to end his or her journey.

The die results in more detail:

RINGS

For each ring symbol, the active player crosses off 1 round box on the ring bearer route to Mordor. Check for orcs and fellowship results before crossing off boxes.

ORCS

If one or more orc symbols are rolled, all dice showing rings are cancelled!

FELLOWSHIP

If the number of fellowship symbols rolled are equal to or greater than the number of orc symbols rolled, than the orcs are blocked and all dice showing rings count!

NAZGUL

For each Nazgul symbol, the player concerned has to cross off a box on his Nazgul path to Mordor. Nazgul symbols on the yellow, red, blue and green dice affect the player of the matching Hobbit/color. Nazgul symbols on the black die affect the active player only. Nazgul are the only results that will affect other players during the active player's turn. In games with fewer than 4 players, Nazgul symbols on neutral colored dice affect the active player only.

For example: In a three player game with no Pippin/green player, Frodo/yellow has rolled 4 Nazgul by the end of his turn; The Nazgul symbols are on black, green, yellow and blue dice. Frodo/yellow will cross off 3 boxes on his Nazgul path to Mordor and Merry/blue will cross off 1 box on his Nazgul path to Mordor.

GANDALF

For each Gandalf symbol rolled, the active player may halve 1 box on his Nazgul route - i.e. divide it into two halves. The Nazgul path to Mordor has now been lengthened by one! If a player has rolled Gandalf and Nazgul symbols, that player will first halve any boxes, and then cross off boxes for any Nazgul symbols affecting him. If a player has already halved all boxes of the Nazgul-route, all future Gandalf symbols are ignored.

Note: The Mordor box may be halved. Already crossed off boxes may not be cut in half!

WHITE TREE

The White Tree can have great influence on the Ring Bearer's journey. If a player sets aside the White Tree, he can end his turn without setting aside all 5 dice. Setting aside the White Tree is optional. When the player chooses to set the White Tree aside, that player ends his or her turn immediately and the dice are scored. Dice rolled during this final roll are set aside as normal. (*i.e. If Nazgul are rolled, one must be set aside. Other dice can be set aside, but they have to show different symbols*) When ending a turn with the White Tree, a player may ignore any symbols other than Nazgul.

Example: After setting aside a Nazgul on the first roll, the player has now rolled a second Nazgul, an Orc, a Ring and the White Tree. If the player chooses to keep the White tree, the turn ends and the dice are scored. In this case, both Nazgul are counted, but the White Tree allows the player to end the turn with less than 5 dice set aside. Because of this, the player can ignore the Orc so the Ring will not be cancelled!

After a player has scored their dice, the turn passes to the next player.

Eliminated Players:

Once a player has crossed off the last square box on the Nazgul track in Mordor, he or she is eliminated. This can happen during another player's turn. A player is still eliminated even if he or she reaches the Nazgul and the ring box during the same turn!

Warning: As players are eliminated, Nazgul symbols on the dice of the eliminated players count for the active player – just as in games with fewer than 4 players!!

Advanced – Play with the Special Features of the Locations

The rules of the basic game are supplemented as follows: Depending on the location at which the active player begins his or her turn, that player will meet other characters from "The Lord of the Rings" trilogy - and observe the following special features of those locations.

Note: There is no special feature at Bag End / Beutelsend.

- 1) Rivendell - Here you meet Elrond. During this turn, you may set aside dice with matching symbols.
- 2) Moria - Here you meet the Balrog. Gandalf has no effect. All Gandalf symbols are ignored.
- 3) Lothlorien - Here you'll find protection with the Elves. Fellowship results are doubled.
- 4) Rohan - Here you meet Eomer. You may reroll each roll once.

Example: You roll 5 dice and don't like one or more of the results. Reroll all 5 dice. Now you must set at least one aside and reroll the remaining 4 dice. You may now reroll these four if you want and so on. In this way you could roll up to 10 times during your turn.

- 5) Helms Deep - Here you meet Saruman. Orcs results are doubled.
- 6) Gondor - Here you meet Eowyn. Nazgul have no effect on you. You set aside the Nazgul as usual, but for you they have no effect. The other players are still affected by the Nazgul.
- 7) Minas Tirith - Here you meet the Witch King of Angmar. Regardless of color, all Nazgul symbols count against you. The other players are spared.
- 8) Shelob's Lair - Here you meet Shelob. It takes 2 rings to cross off the last box on the ring bearer's route!