

THE
LORD
of the
RINGS™



RULEBOOK

THE LORD OF THE RINGS™



The Lord of the Rings, by J.R.R. Tolkien, is a story of personal growth and the fight of good versus evil. Sauron, the Dark Lord, creates a powerful magic Ring to gain control over Middle-earth and the Shire, the home of the small hairy-footed folk known as Hobbits. When the Hobbits come into possession of the Ring, some of them – Frodo, Sam, Pippin, and Merry – embark on an epic journey full of perilous challenges.

They are joined by representatives of Middle-earth: Aragorn, the rightful King of Gondor, Gandalf the Wizard, Legolas the Elf, Gimli the Dwarf, and Boromir, the son of Gondor's current ruler. Together, they form the Fellowship, whose mission it is to destroy the Ring. To achieve this, they must take the Ring to Mordor, Sauron's realm, and cast it into the volcano at the top of Mount Doom. Sauron sends his dark forces against the Fellowship to regain the Ring and seize absolute power over Middle-earth. This situation sets the scene for many dangerous adventures.

In this game, players become members of the Fellowship and prove themselves worthy of saving the lands of Middle-earth. It is the collective aim of the players to destroy the Ring and gather as many of the runes of Gandalf as possible. The runes symbolize each player's contribution to driving back the dark forces, and can summon the aid of the Wizard Gandalf. Without cooperation, there can be no success. There is no individual winner – the group scores points as a whole.

OBJECT OF THE GAME

Up to five players become part of the Fellowship, who must journey to Mordor and destroy the Ring, before Sauron reaches them and eliminates the Ring-bearer and reclaims his Ring.

COMPONENTS

Your copy of *The Lord of the Rings* contains the following:

- This Rulebook
- 1 Master Game Board
- 2 Double-sided Conflict Game Boards
- 60 Quest Cards
- 35 Legendary Cards, including:
 - 12 Rivendell Cards
 - 2 Moria Cards
 - 12 Lothlórien Cards
 - 4 Helm's Deep Cards
 - 2 Shelob's Lair Cards
 - 3 Mordor Cards
- 5 Gandalf Cards
- 23 Story Tiles
- 5 Hobbit Cards
- 5 Hobbit Markers
- 1 Sauron Marker
- 6 Plastic Bases
- 5 Activity Markers
- 1 Event Marker
- 11 Life Tokens, including:
 - 3 Heart Life Tokens
 - 3 Sun Life Tokens
 - 5 Ring Life Tokens
- 26 Silver Gandalf Rune Tokens (in denominations of "1," "2," and "3")
- 6 Gold Gandalf Rune Tokens (two each of "1," "2," and "3")
- 1 Ring Token
- 1 Threat Die

COMPONENT OVERVIEW

This section describes the components of *The Lord of the Rings*.

MASTER GAME BOARD



This Game Board contains the path the Fellowship will travel in their quest to destroy the Ring. It also has the Corruption Track, which indicates how close Sauron is to finding the Hobbits.

DOUBLE-SIDED CONFLICT GAME BOARDS



These Game Boards represent some of the largest conflicts the lands of Middle-earth have ever seen. They are resolved as the Fellowship progresses along the Master Game Board.

QUEST CARDS



These cards represent the resources that enable the Fellowship to reach the lands of Mordor. These cards are either brown or grey.

LEGENDARY CARDS



These cards represent mystical items and allies that the Fellowship may acquire during their hazardous quest. Some of these cards are brown, some are grey, and some of these cards, indicated with the green background, possess extraordinary abilities, and are called Legendary Story cards (see “Legendary Story Cards” on page 18).

GANDALF CARDS



If the Fellowship gathers enough runes, these cards can be used to call Gandalf to assist the Fellowship with his magical might.

STORY TILES



These tiles are drawn throughout the various conflicts and either help the Fellowship reach the end of the conflict or throw obstacles in their path to victory.

HOBBIT CARDS AND MARKERS



Hobbit Cards



Hobbit Markers

Each player's Hobbit is represented by a marker, and his corresponding card details the Hobbit's innate special ability.

SAURON MARKER



A constant threat on the path of corruption, this marker represents the Dark Lord Sauron in his quest to reclaim the Ring.

ACTIVITY MARKERS



These markers show the Fellowship's progress on the Master Game Board and the Conflict Game Boards.

EVENT MARKER



This hourglass denotes the passage of time, and indicates which Event is occurring during the current Conflict Game Board. The players must keep an eye on it, for it will spell doom for the Fellowship if they are not careful.

RUNE TOKENS



The silver Gandalf runes indicate how well the Fellowship is doing on their quest. The gold Gandalf runes are rewards the Fellowship earns by completing the Conflict Game Boards.

LIFE TOKENS



The three types of Life tokens prevent the Hobbits from descending into corruption.

RING TOKEN



This is the One Ring, and it is a constant burden to the Ring-bearer. Once the Ring is put on, the Ring-bearer can sneak unnoticed through the various conflicts, yet he does so at the potential cost of drawing the Eye of Sauron.

THREAT DIE



Players are often required to roll this die, which can send them down the path of corruption, draw Sauron ever closer to the Fellowship, and strip them of items and allies.



MASTER GAME BOARD BREAKDOWN

KEY LOCATIONS

The Activity marker represents the movement of the Fellowship as a whole across the lands of Middle-earth. During the game, the marker moves to several different key locations: Bag End ①, to Rivendell ②, then to Moria ③, Lothlórien ④, Helm's Deep ⑤, Shelob's Lair ⑥, and finally to the wasteland that is Mordor ⑦. Some of these locations are Safe Havens, while others are Conflicts (see "Safe Havens" and "Conflicts" on pages 8–9), and each has specific actions that the players must resolve before the Fellowship can journey on to the next location. The Activity marker always remains on the Master Game Board, and only moves when all actions at a specific location have been resolved.

CORRUPTION TRACK ⑧

The Hobbit markers ⑨ begin the game on space "0" of the Corruption Track and move along it to indicate each Hobbit's current level of corruption. The further a Hobbit is to the left, the purer his spirit has remained. The further a Hobbit is to the right, the farther down the path to darkness he has wandered. The Sauron marker ⑩ begins the game on space "12" (or space "15" if playing the "Introductory Game Variant," see page 19). As Sauron moves ever closer to the Fellowship in his search for the Ring, he eliminates any Hobbits he meets on this track.



CONFLICT GAME BOARD BREAKDOWN

There are four different Conflict Game Boards in the game: Moria, Helm's Deep, Shelob's Lair, and Mordor. While each Conflict is different, they all share some similar elements.

At the beginning of a new Conflict Game Board, the Event marker 1 starts at the top of the Event Track 2. During the Conflict, certain Story tiles cause this Event marker to advance down the Event Track. Each time the Event marker enters a new space on the track, the players must resolve the event indicated by that space.

Each Conflict Game Board also has the following Activity Tracks:



Fighting 3



Friendship



Hiding 4



Traveling 5

6

Each Conflict features one main Activity Track, which is found in the center of the board and has numbers listed below each space. Completing the main Activity Track is a key element to a Conflict (see page 12). Activity markers 6 are used to measure the Fellowship's progress along each Activity Track.

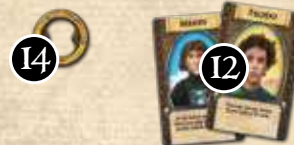
PRE-GAME SETUP

Before playing the first game of *The Lord of the Rings*, players should carefully punch out all of the tokens and markers. Then, the players should insert each of the five Hobbit markers and the Sauron marker into their plastic bases.



GAME SETUP

1. Lay out the Master Game Board on the table and place Sauron on space “12” of the Corruption Track (if you are playing for the first time, it is better to place Sauron on space “15” – see “Game Variants,” on page 19). The Master Game Board remains on the table and in use throughout the entire game.
2. Place an Activity marker on the “Bag End” space of the Master Game Board.
3. Place the Moria Conflict Game Board directly below the Master Game Board.
4. Place the Event marker on the space to the left of the Conflict title (above the Event Track) on the Moria Conflict Game Board.
5. On the Moria Conflict Game Board, place one Activity marker on the first space of each of the Activity Tracks: Traveling, Hiding, and Fighting. There will be one Activity marker that is not used until the Mordor Conflict begins, near the end of the game.
6. Take the six gold Gandalf runes, shuffle them, and place them facedown next to the Game Boards.
7. Place the remaining runes, the Threat die, and the Heart, Sun, and Ring Life tokens faceup next to the Game Boards.
8. Shuffle the square Story tiles and place them facedown near the Moria Conflict Game Board. This is the Story pile.
9. Shuffle the Quest cards and place them facedown next to the Master Game Board. This forms the Quest deck.
10. Sort the Legendary cards to match their locations on the Master Game Board, in this order: Rivendell, Moria, Lothlórien, Helm’s Deep, Shelob’s Lair, and finally Mordor. The number of cards varies from location to location. Stack them faceup above the locations of the Master Game Board.
11. Place the five Gandalf cards faceup, side by side next to the Game Boards, so all players can see them.



12. Deal out the Hobbit cards faceup, one to each player, according to the number of players:

2 Player	Frodo and Sam
3 Player	Frodo, Sam, Pippin
4 Player	Frodo, Sam, Pippin, Merry
5 Player	Frodo, Sam, Pippin, Merry, Fatty

Each player places his Hobbit card faceup in front of himself. Place any unused Hobbit cards back in the game box.

13. Each player takes the Hobbit marker matching his Hobbit card and places it on the “0” on the Corruption Track. Place any remaining Hobbit markers back in the box.
14. Frodo starts as the Ring-bearer. The player playing Frodo takes the Ring token and places it in front of himself.
15. Frodo always begins the game. Play then proceeds clockwise.

HINTS FOR THE FELLOWSHIP

As members of the Fellowship, players should discuss and coordinate all actions. They should keep a close eye on any dangers ahead (particularly on the Event Track) and talk about the cards they have in hand, in particular the *Legendary Story* cards. This coordination is vitally important for a successful journey. Accept that players will contribute at different times and in different ways during the game and must do whatever must be done to prevent Sauron from reaching the Ring-bearer on the Corruption Track.

There are only two things that may **not** be done:

1. Players may not reveal what cards they have in hand, though they may freely talk about them with other players.
2. Players may not exchange cards or tokens with each other, unless a card specifically tells them to.

THE JOURNEY BEGINS

During the game, the Hobbits journey across the lands of Middle-earth starting at Bag End and ending in the dark land of Mordor. The position of the Activity marker on the Master Game Board represents the Hobbits' progress on their journey.

At the beginning of the game, the Activity marker is placed on the “Bag End” space of the Master Game Board. This location is known as a Safe Haven. After the players have performed every action linked to this space (listed above it), they move the Activity marker to the next location.



The locations Bag End ❶, Rivendell ❷, and Lothlórien ❸ are Safe Havens.

SAFE HAVENS

Three locations on the Master Game Board are **Safe Havens**: Bag End, Rivendell, and Lothlórien. When the Activity marker is on one of these locations, the players must perform each action listed above the location's space on the Master Game Board, in order from left to right.

When resolving Safe Haven actions, the Ring-bearer acts as the active player.

After each of the Safe Haven's actions has been resolved, move the Activity marker to the next location on the Master Game Board.

Example: It is the beginning of the game and the Activity marker is at the “Bag End” space of the Master Game Board. This space lists three actions, which the players resolve in order, beginning with the player controlling Frodo (since Frodo always starts the game as the Ring-bearer). First, the players perform the “Gandalf” action by each drawing six cards from the Quest deck.

Next, the player controlling the Ring-bearer (which would be Frodo during this action) can choose whether or not to take the “Preparations” action, which would allow him to reveal four more Quest cards from the top of the Quest deck, and distribute them to the players in exchange for rolling the Threat die. After quickly consulting with the other players, the Frodo player decides that it isn't worth the risk, so the players skip that action. This action can be skipped, because it has the word may. When this appears, players may choose to resolve the action, or they may choose to skip the action.

Finally, the “Nazgûl Appears” action must be resolved by having one of the players discard two Hiding cards with a single shield one each side, or one Hiding card with two shields on each side, placing the cards faceup on the discard pile next to the Quest deck. Wild cards (stars) may be discarded instead. If no player can or wants to give up the required cards, Sauron moves one space toward the Hobbits on the Corruption Track.

CONFLICTS



Four locations on the Master Game Board are **Conflicts**: Moria ❶, Helm's Deep ❷, Shelob's Lair ❸, and Mordor ❹. Each of these locations has a corresponding Conflict Game Board. When the Activity marker is on one of these locations, the players shift their focus to the appropriate Conflict Game Board.

SETTING UP A NEW CONFLICT

When a new Conflict begins, set up the appropriate Conflict Game Board below the Master Game Board. This replaces any previous Conflict Game Board. Note that Game Setup instructions on page 7 cover the first Conflict, "Moria."



Each Conflict Game Board has Activity Tracks for some or all of the four types of activities listed below:



Fighting



Friendship



Hiding



Traveling

Place an Activity marker on the first space of each Activity Track.



Activity Marker

Each Conflict also has an Event Track. Place the Event marker on the first space of the Event Track.



Event Marker



Story Tiles

Shuffle the Story tiles to create a single, facedown stack and place this stack near the Conflict Game Board. It is important to note that all Story tiles are shuffled into a new stack at the beginning of each Conflict.

Turn the Legendary cards belonging to the Conflict Game Board faceup in front of all players.

For example, the Shelob's Lair cards would be placed faceup in front of all the players when the Fellowship reaches Shelob's Lair.



Legendary Card

Players will then begin taking turns (starting with the Ring-bearer), until the Conflict has ended (see "End of a Conflict" on page 12), or the Fellowship has lost the game.



TURN SEQUENCE DURING CONFLICTS

During a Conflict, players take turns, beginning with the Ring-bearer and proceeding clockwise. This section describes the actions that must be performed during a player's turn. The player currently taking his turn is referred to as the "active player." During his turn, the active player takes the following steps in order:

1. REVEAL STORY TILES

The active player starts his turn by revealing the top Story tile and placing it faceup in front of all players. Each Story tile has one or more icons on it which are immediately resolved (see "Story Tiles" on page 14). Once a Story tile is resolved, it is placed faceup in a discard pile, next to the Story pile. Players may **not** look through these tiles at any time.



Story Tile Back

The active player keeps revealing Story tiles and carrying out the instructions until a tile showing one of the Activity symbols appears (Fighting, Hiding, Friendship, or Traveling), or until the Conflict ends, due to the Event marker reaching the end of the Event Track or the Activity marker reaching the end of the main Activity Track. When an Activity symbol is revealed, advance the corresponding Activity marker by one space and carry out the showcased reward (Rune token, Life token, Roll Die icon, or card image depicted in the space). For more details, see "Activity Tracks" on page 15–16.

Story tiles that have a symbol not shown on the board act as wild cards. In this instance, the active player may advance any of the Activity markers, see "Story Tiles and Events" on page 14.

2. PLAY CARDS

Once a Story tile is revealed that advances a marker on an Activity Track, the Reveal Story Tiles step is over, and the active player may play up to two Quest or Legendary cards from his hand, **a maximum of one brown and one grey**. For each Activity symbol shown on one side of the card (Friendship, Traveling, Hiding, and/or Fighting), **advance the appropriate marker onto the next Activity space and resolve it**. If an Activity marker advances multiple spaces in one move, the active player receives the effects of **all spaces** the Activity marker passes over, for good or ill. Each card must be resolved before the next card may be played. For more details, see "Activity Tracks" on pages 15–16. Once a card has been resolved, it is placed faceup in the discard pile, next to the Quest deck.

Note: Playing Legendary Story cards or discarding cards to pay for an effect does not count toward the two card limit during a player's turn.

*Example: The Ring-bearer plays the brown "Gimli" card, which has **two Fighting symbols on each side**, so he advances the Activity marker on the Fighting Activity Track by **two spaces**: both of which are silver Gandalf Rune spaces. The Ring-bearer therefore receives two silver Gandalf Rune tokens.*



*Then, he plays a grey Quest card with a **single Fighting symbol on each side**, advancing the Activity marker on the Fighting Activity Track by **one space**, thus receiving a Ring Life token.*



Some cards have star symbols, which are wild. These may be played as any Activity symbol (Fighting, Friendship, Hiding, or Traveling). When a card with more than one star symbol is played, all stars must be applied to the same Activity Track.



For example, it is not possible to play a card with two star symbols and advance the marker on the Hiding Activity Track and on the Traveling Activity Track.

Note: When a card with two star symbols is discarded to pay for an effect, these may represent any two symbols, even two different ones, but each card can only affect one Activity Track when the card is played from a player's hand.

Cards with a symbol not shown on the Conflict have no effect in that particular Conflict. Similarly, cards with a symbol for an Activity Track with a marker already on the last space have no effect.

REFRESH OPTION

The active player may choose not to play any cards during the Play Cards step. In this case, he can either draw two Quest cards from the facedown deck, or move his Hobbit marker one space to the left on the Corruption Track. This choice offers each player a valuable tactical decision: to either refill his hand or move his Hobbit away from Sauron.

Note: When the Quest deck has been exhausted, remove the used Legendary cards and Gandalf cards from the discard pile, placing them in the game box. They will not be used for the rest of the game. Reshuffle the remaining Quest cards to form a new Quest deck.

3. CONCLUDE THE TURN

Conclude the turn by placing the revealed Story tiles and any played cards faceup in their respective discard piles. Only the top tile or card should be visible and no player may look through these piles at any time.

A more detailed description of the Story tiles, the Event Track, the Activity Tracks, and the cards can be found on pages 14–18.

THE POWER OF THE RING

Once during each Conflict, the Ring-bearer may put on the Ring, either after the active player reveals a Story tile or after the resolution of a tile or a card by the active player. This allows the player to advance one Activity marker as follows:



1. The Ring token is placed on the Ring-bearer's Hobbit marker on the Master Game Board.
2. The Ring-bearer then rolls the Threat die and bears any negative consequences that occur (see “The Threat Die” page 16).
3. The Ring-bearer advances the Activity marker on any one Activity Track by a number of spaces according to the following formula:

Four spaces minus the number of symbols on the Threat die

For example, if the Threat die comes up blank, the Ring-bearer advances one Activity marker of his choice four spaces; he would advance it three spaces if the Threat die shows the Eye of Sauron, or one space if the Threat die shows three circles.



The number of spaces the Ring-bearer moves an Activity marker in this manner is not influenced by Hobbit cards or Legendary Story cards which limit corruption (see pages 17–18).

Spaces moved over or landed on in this way are **not** carried out – the Ring makes the Hobbit invisible. The marker's advancement may stop prematurely **only** if it reaches the end of the Activity Track.

Thereafter, the active player continues with his turn. The Ring remains around the Ring-bearer until the end of that particular Conflict, and the Ring-bearer plays any subsequent turns as normal.

Note: The Ring-bearer may put on the Ring and carry out the above actions even if it isn't his turn.

TIP FOR THE FELLOWSHIP

The Fellowship may use the Ring to avoid difficult spaces on an Activity Track. After revealing a Story tile, the Ring-bearer may put on the Ring and roll the Threat die in an attempt to reach the end of the main Activity Track and end the Conflict before the Story tile is resolved (see below).

END OF A CONFLICT

A Conflict is completed when either the Activity marker on the **main** Activity Track reaches the last space, or the last Event space on the Event Track has been resolved.

When the last space on the main Activity Track is reached and all spaces have been resolved, the active player then finishes his turn as described under “3. Conclude the Turn” (see page 11).

At the end of Moria, Helm's Deep, and Shelob's Lair, the following happens (Mordor is different, see page 13):

1. DESCENT INTO DARKNESS



Heart Life Token Sun Life Token Ring Life Token

Each player must now have one of each of the three Life tokens, as evidence that his heart is in the right place (Heart Life token), that darkness is not overtaking him (Sun Life token), and that he is resisting the corrupting influence of the Ring (Ring Life token). For **each token missing** from his collection, he must move his Hobbit one space to the right on the Corruption Track. Extra Life tokens have no effect, so having two Sun Life tokens does not help a Hobbit any more than a single Sun Life token.

2. DETERMINE WHO IS THE RING-BEARER

The player with the most Ring Life tokens becomes the new Ring-bearer. In case of a tie, the Ring goes to the tied player sitting closest to the current Ring-bearer's left. If the current Ring-bearer has the most Ring Life tokens, he keeps the Ring.

Once the Ring-bearer has been determined, return all Heart, Sun, and Ring tokens to their piles next to the Master Game Board. The new Ring-bearer draws two Quest cards from the deck and places the Ring next to his Hobbit card.

Hint: Make sure that players pick up enough Life tokens and plan ahead as to who should become the new Ring-bearer. Complete the main Activity Track to end the Conflict before the Fellowship gets overtaken by serious Events that occur in the later part of the Event Track.

Note: The player with this Hobbit draws two cards from the Quest deck during this step.



THE JOURNEY CONTINUES

After players successfully resolve the first Conflict Game Board, Moria, the Fellowship now reaches a new Safe Haven, Lothlórien. Advance the Activity marker on the Master Game Board accordingly. Distribute the Legendary cards from Lothlórien to the players.



After Lothlórien, the Fellowship progresses to the next Conflict Game Board, Helm's Deep. After Helm's Deep is Shelob's Lair. Once the Fellowship has defeated the monstrous spider Shelob, they face the most difficult challenge yet. They must now cross the fiery lands of Mordor in order to destroy the Ring. However, Sauron has gathered all his strength here and will spare nothing to find the Ring. See “Conflicts” on page 9 for information on setting up and resolving each of these Conflicts. At the end of the Mordor Conflict Game Board, the Fellowship has a chance to win the game!

ENDING THE GAME

The game concludes when:

- The Ring-bearer is eliminated from the game.
- The "Ring is Mine!" Event is resolved in Mordor (see page 17).
- The Fellowship destroys the Ring, as detailed below.

In order to successfully destroy the Ring, the Ring-bearer must reach the end of the main Activity Track on the Mordor Conflict Game Board. The last space shows a Threat die symbol. If the consequences of the Threat die roll do not eliminate the Ring-bearer from the game, the Conflict ends and the Ring token is placed on the Ring depicted on the Mordor Conflict Game Board. Once that happens, none of the players are considered the Ring-bearer, and the Fellowship can now attempt to destroy the Ring.



The active player then continues his turn. The active player rolls the Threat die (this is a separate Threat die roll from reaching the end of the track) to determine if he destroys the Ring.

Rolling the Threat die to destroy the Ring will result in one of the following effects:

- If the active player is not eliminated as a consequence of the Threat die roll, then the Ring has successfully been destroyed and the active player receives one of the facedown gold runes. This result means success for the Fellowship and the end of the game.
- If the active player is eliminated from the game as a consequence of the Threat die roll, then the Threat die is passed clockwise to the next player, who now becomes the active player and rolls the Threat die and so on, until either the Ring is destroyed or all players are eliminated from the game.

SCORING

At the end of the game, points are scored based on how close the Fellowship gets to destroying the Ring. These points indicate how well the players performed compared to previous games.

If the Ring is destroyed, the Fellowship has been successful. The players (including those eliminated from the game) score 60 points plus the combined numbers on the unspent Gandalf Rune tokens collected as a Fellowship (for example, if the Fellowship has a combined sum of 25 on their runes, they score 60+25=85 points).



If the Fellowship reaches Mount Doom, but all players are eliminated before they can destroy the Ring, they score 60 points, because the marker on the main Activity Track in Mordor is on 60, but rune totals are not added in.

If the Ring-bearer is eliminated from the game before reaching the final space in Mordor, the game ends immediately. In this case, the players are given a score equal to the point value of the current space of the Activity marker on the main Activity Track, and unspent runes do not count (for example, if the marker on the main Activity Track in Mordor is on space 52, the players score 52 points).



OTHER RULES

The following pages cover additional rules that apply throughout the game.

THE CORRUPTION TRACK



On the Master Game Board, Sauron starts on the right side of the Corruption Track and attempts to regain control of the Ring by advancing toward the Hobbits. The Hobbits start on the left side of the Corruption Track, but are increasingly drawn into the darkness. The Hobbits can move in either direction on the Corruption Track, but Sauron always moves to the left or remains in his current space. If a Hobbit's marker ever enters the same space as Sauron, or moves past Sauron, that Hobbit is eliminated from the game (see "Elimination from the Game" on page 16).

STORY TILES AND EVENTS

At the beginning of each player's turn, the active player reveals one or more Story tiles until a tile moves one of the Activity markers.

When a player reveals a Story tile that will advance a marker on an Activity Track, he stops revealing tiles and performs the following actions:

Advance the Activity marker on the corresponding Activity Track to the next space and perform the action for that space (see "Activity Tracks" in the next column). If there is no such Activity Track on the Game Board, or if the Activity marker already occupies the last Activity space of that track, the active player must advance the Activity marker on another Activity Track of his choice by a single space.

Example: A Story tile is revealed which shows a pipe (the symbol for Friendship). The marker on the Friendship Activity Track advances by one space, and the player resolves the space he lands in.



Story Tile Back



Should a player reveal a Story tile that does not advance an Activity marker, the following are the actions that must be resolved:

The Ring's Influence

The Ring-bearer must move his Hobbit marker one space toward Sauron on the Corruption Track. The active player must then reveal another Story tile.



Sauron's Will

One player must volunteer to advance his Hobbit two spaces toward Sauron on the Corruption Track, otherwise Sauron moves one space toward the Hobbits. The active player must then reveal another Story tile.



Cycle of Time

Move the Event marker to the next Event space on the current Conflict Game Board and resolve the stated Event. When that Event is concluded, the active player must then reveal another Story tile.



Out of Options

If the Fellowship discards three cards between them, there is no effect. If not, the next Event occurs, as stated under Cycle of Time. In either case, the active player must then reveal another Story tile.



Losing Ground

If the Fellowship discards one card, any one Life token, and a single rune between them, there is no effect. If not, the next Event occurs, as stated under Cycle of Time. In either case, the active player must then reveal another Story tile.



EVENTS

As soon as a Cycle of Time Story tile is drawn, the Event marker progresses to the next Event space on the current Conflict Game Board, and that Event is resolved. The Conflict is completed once the Event marker reaches the end of the Event Track (or the Activity marker reaches the end of the main Activity Track, see page 16).



The symbols ● (E) ■ have the same effect as described in the section "The Threat Die" (see page 16). The symbol ¥ means that the active player may move his Hobbit one space toward the left side of the Corruption Track, if possible.

Some Events require a player to reveal the top card of the Quest deck, then discard one or more cards from his hand that share a symbol with the revealed card. If a wild (star) card is revealed, a player can only discard wild (star) cards from his hand.

When a player comes across the "Each player:" prompt, all players must follow the instructions and consequences independently. The active player starts, with the other players following, in clockwise order. Once the first player has started the "Each player:" Event, it must be carried out by all players.

If the "group" is instructed to act (for example, to discard cards), it is up to all of the players to decide between them who contributes to fulfill the instructions.

Example: The active player reveals a Cycle of Time Story tile. The Event marker progresses to the next Event space on the current Conflict Game Board. The first Event in Moria forces the group as a whole to discard a card with at least one Friendship symbol and one card with at least one star symbol. If the group fails to do this, Sauron moves one space toward the Hobbits on the Corruption Track. The active player then reveals another Story tile.

*Example: If an Event forces the group to play a ✕, any player could play the card shown to the right. As it has a single ✕ on **each** side, it counts as a **single** ✕.*



If an Event requires the group to play three ✕, the group could play three of the single ✕ symbol cards shown to the left.

*Alternatively, they could play a single ✕ card and the Gimli Legendary card, as shown on the right. As Gimli has two ✕ on **each** side, his card counts as **two** ✕ when played or discarded.*



ACTIVITY TRACKS



The Activity Tracks of the individual Conflicts indicate the challenges that the Fellowship faces during the journey. The Activity markers placed at the start of each Activity Track (see page 9) are advanced by revealing Event tiles with Activity symbols, as described in "Activity Tiles" and by playing cards.

If a card played shows more than one symbol, the respective Activity marker moves one space for each symbol unless the end of the Activity Track is reached. Every space an Activity marker moves over or lands on must be carried out.

One Activity track is the main Activity Track. This track has numbers used for scoring directly below it, and one way the Conflict is completed is when the Activity marker reaches the end of this track.

The Activity spaces on the Conflict Game Boards have various effects. The images shown below result in the following:



SILVER GANDALF RUNE: The active player receives a rune with a value of “1” and places it faceup in front of him. Runes with higher values may be used to replace the corresponding number of lower value runes.



GOLD GANDALF RUNE: The active player randomly takes one of the special runes placed facedown at the start of the game, and places it faceup in front of him.



LIFE TOKEN: The active player receives one of the corresponding Life tokens. This token stays in front of his Hobbit card until the end of the Conflict.



LEGENDARY CARD: The active player receives the depicted Legendary card. The card is added to his hand and may even be used on the same turn, if applicable.




PURITY: Move the active player’s Hobbit one space to the left on the Corruption Track, if possible.



THREAT DIE: The active player rolls the Threat die. If a space includes an instruction to roll the Threat die, do not roll the Threat die until the player has finished carrying out all other space instructions (such as collecting runes, or Life tokens,). The Threat die must be rolled before the player can play another card.

THE THREAT DIE

Throughout the game, whenever this symbol, , is encountered (either through Events or Activities), the Threat die must be rolled. The possible results of rolling the die are listed below:



Sauron moves one space toward the Hobbits on the Corruption Track.



The active player moves his Hobbit a number of spaces equal to the number of symbols shown (one, two, or three) toward Sauron on the Corruption Track.



The active player must discard two cards from his hand.



Nothing happens.

ELIMINATION FROM THE GAME

If the active player’s Hobbit marker encounters Sauron (by being on the same space as him or beyond him on the Corruption Track), the dark forces have caught the Hobbit, and he is immediately eliminated from the game.



Additionally, if at any time a player does not have enough cards or runes to pay a cost, he must discard everything he has and is immediately eliminated from the game.

If a player is eliminated from the game, all of his cards and Life tokens are discarded, but he keeps his runes for the final score (they cannot be used except for scoring). He does not undertake any further actions. He cannot continue his turn and must end it immediately. As long as he is not the Ring-bearer, the game continues for the other players, and he may act as an advisor.

Note: If a player is eliminated from the game after revealing a Story tile, the tile must nevertheless be resolved, but he does not reveal any further tiles. Similarly, if a player is eliminated during an "Each player:" Event, the Event must still be resolved by the remaining players.

THE EYE OF SAURON



The red Eye of Sauron, as shown in the "The Ring Is Mine!" Event space on the Mordor Conflict Game Board, causes the game to end instantly. Once encountered, the red Eye of Sauron cannot be avoided.

HOBBIT CARDS

The Hobbit cards indicate which Hobbit a player is and gives each player special skills which he keeps throughout the game. The Hobbit cards remain displayed faceup in front of all players, and the cards do not count as part of their hands.

All of the skills are listed below:



Frodo can use any brown Quest cards as wild (star) cards.



Sam's loyalty protects him from the worst results on the Threat die. If a Threat die result forces Sam to move to the right on the Corruption Track, he only ever moves a single space toward Sauron on the Corruption Track. If a Threat die forces Sam to discard cards, he only discards one card instead of two.



Pippin may play two cards of the same color during his turn (see "Play Cards" on page 10). This is instead of only being able to play one brown and one grey.



Merry requires one Life token fewer at the end of each Conflict (see "End of a Conflict" on page 12). With one Life token, Merry moves one space toward Sauron on the Corruption Track. Without any Life tokens, Merry moves two spaces toward Sauron on the Corruption Track.



Fatty may draw two additional Quest cards from the deck after each Conflict is completed.

GANDALF CARDS

At any time during the game, unless otherwise stated, any one player may call Gandalf for help by discarding runes with a total value of "5." The active player then decides which of the Gandalf cards to use and how to apply it. Gandalf cards are never part of a player's hand; they are applied immediately and then discarded. Gandalf cards may be used after revealing a Story tile, but before resolving it. Each Gandalf card **can only be used once** and must then be discarded. Each Gandalf card is described below:



HEALING

The active player chooses a player (even himself). The chosen player moves his Hobbit marker up to two spaces to the left on the Corruption Track.

PERSISTENCE

The active player chooses a player (even himself). The chosen player draws four Quest cards from the deck.

GUIDANCE

The active player may use this card as if he had just played or discarded a card with two wild (star) symbols.

FORESIGHT

The active player looks at the top three Story tiles and may arrange them in any order before putting them back on top of the pile.

MAGIC

After moving the Event marker onto the next Event space, ignore the Event. If this is the final Event in a Conflict, the Conflict still ends. However, this card cannot prevent the last Event space in Mordor from causing the game to be lost.

LEGENDARY STORY CARDS

These special green Legendary cards have a text ability in place of Activity symbols and may be played from a player's hand at any time, unless otherwise stated. Story cards do not count toward the limit of two playable cards during a turn. The player of the Story card decides how the card is applied.



MIRUVOR: Allow any player to pass one card to another player.



BELT OF GALADRIEL: Play this card on any player who is instructed to make one Threat die roll, **before** the Threat die is rolled. That player does not have to roll the Threat die. This card **may** be used at Mount Doom but cannot be used when a Hobbit puts on the Ring.



MITHRIL SHIRT: Any player may ignore the results of one Threat die roll (play this card on any player **after** he has rolled the Threat die). This card **may** be used at Mount Doom. When a Hobbit puts on the Ring, this card does not influence the number of spaces that the Activity marker advances.



ATHELAS: If any player is missing one or more Life tokens, the player does not bear the negative consequences (play this card on any player at the end of a Conflict or in one of the corresponding Events in Mordor).



GANDALF'S STAFF: Ignore all of the effects of a Story tile showing Out of Options or Losing Ground. The Fellowship does not need to discard any of the depicted items, and the Event marker is not moved to the next Event space. This card cannot be applied to a Cycle of Time Story tile.



PHIAL OF GALADRIEL: Play this card on the active player when he is about to reveal the next Story tile. He does not reveal any more Story tiles, but continues his turn as usual with the Play Cards step. This may be played to prevent a player from revealing any Story tiles during his turn.



ELESSAR: Any player may move his Hobbit marker one space toward the left of the Corruption Track, if possible.



LEMBAS: Any player may discard as many cards as he wishes and then draw cards from the Quest deck until he has a hand of six cards.

There is one more Legendary card with a special effect:



GOLLUM: This card is a triple wild (star) card that may be used when discarding symbols, or to advance three spaces on one Activity Track. In both cases, the player who played it has to roll the Threat die immediately thereafter. Note: If this card is discarded for any effect other than its three star symbols, the Threat die is not rolled.

GAME VARIANTS

These optional game variants are included to provide a different gaming experience for each level of group expertise.

INTRODUCTORY GAME

When playing the game for the first time, place Sauron on space “15” of the Corruption Track. Once the Fellowship has successfully completed the introductory game, play future standard games with Sauron starting on space “12.”



EXPERT GAME

If the Fellowship succeeds in destroying the Ring in the standard game, advance to the expert game where Sauron starts on space “10.” This variant will test players to the limit, and very few will ever succeed in proving themselves worthy to save Middle-earth at this difficulty.



PASS THE RING

If the current Ring-bearer is eliminated from the game for any reason other than occupying or moving past Sauron on the Corruption Track (see "Elimination From The Game" on page 16), the player to his left becomes the new Ring-bearer, and the game continues.



EQUAL TURNS

In order to even out the number of turns each player gets, the Fellowship may decide to ignore the rule that the Ring-bearer starts each Conflict and may continue playing clockwise instead. Use a token to indicate the active player.

COMPETITIVE GAME

With increasing experience, the players may agree to add a competitive element to the game. In this case, keep all runes facedown and do not show their values to the other players. If the Ring is successfully destroyed, each player scores 60 points plus a bonus equal to the sum of all the runes he collected during the game, irrespective of whether or not he is still in the game. The Fellowship has been successful, and the player with the highest score shall be celebrated in song ever after. This player alone is considered the winner.

In the competitive game, there is one additional rule. If the Ring-bearer possesses three or more Ring tokens when his Hobbit meets Sauron on the Corruption Track, then he is taken over by the powers of the Ring and joins Sauron. He wins and he alone scores the point value of the current space of the marker on the main Activity Track, while all the other players score zero.

Remember that the spirit of The Lord of the Rings is the cooperation of light in fighting the forces of darkness. Even the competitive game needs a high degree of cooperation for the Fellowship to succeed. If the Ring is not destroyed, the Fellowship has failed in its task, runes do not count, and all players score the same number of points as indicated by the marker position on the main Activity Track. The higher the score, the better, but there is no winner.

THE LORD OF THE RINGS SYNOPSIS

The Lord of the Rings *tells an epic tale of good against evil, spanning three books. The story begins at Bag End in the Shire, at the home of Frodo Baggins. Frodo is a Hobbit – a small people with hairy feet and large appetites, not normally prone to adventuring. Frodo has a gold Ring given to him by his Uncle Bilbo, who "found it" after its loss by a creature called Gollum, in the course of a previous long journey recounted by J.R.R. Tolkien in The Hobbit.*

BAG END

Gandalf, a Wizard, tells Frodo about the magical Elven Rings and that Frodo's ring is the "One Ring to rule them all." The Dark Lord Sauron forged it long ago, but thought it lost for all time. Now he has felt its return and searches for the Ring, seeking to draw it to himself in Mordor. If successful, Sauron will rule all of Middle-earth. Frodo must take the Ring east, to Rivendell, where its fate can be decided. Sauron has sent his nine Black Riders, the Nazgûl, to search Middle-earth for the Ring. He has recently heard the name of "Baggins," and has directed Nazgûl to the Shire. Frodo must leave quickly and secretly. Sam, his gardener, and two other Hobbit friends, Merry and Pippin, accompany him. Fatty Bolger, a fifth Hobbit, stays behind to cover their tracks.

The Hobbits reach the village of Bree, where they spend the night at the Prancing Pony Inn. Frodo entertains the locals with a song, but inadvertently puts on the Ring and instantly disappears, causing quite a stir. Strider, a Ranger, reveals himself to be Aragorn, the rightful King of Gondor, and offers help. Merry, meanwhile, has spotted Black Riders in the village, and the Hobbits decide it is unsafe to sleep in their room. This decision turns out to be a wise one, as that night the room is attacked and the bedding slashed. The Hobbits leave Bree and head toward Weathertop, where they hope to meet Gandalf. They find him gone, but are ambushed by Nazgûl. Frodo feels compelled to put on the Ring, but this only makes him visible to the enemy. One Nazgûl stabs him with an evil blade, and Frodo is seriously wounded. Aragorn fights off the Nazgûl with fire, and Aragorn and the Hobbits escape, but Frodo's wound worsens and he needs to reach safety quickly. As the party races to cross a ford and enter Rivendell, they are pursued by all nine Nazgûl. Just as Frodo is about to be captured, the river rises and carries the Black Riders away.

RIVENDELL

Frodo awakens in Rivendell at the House of Elrond. Here, he is reunited with his Uncle Bilbo, who presents Frodo with his enchanted sword, Sting, and a priceless coat of Mithril mail. Aragorn's sword, which was broken defeating Sauron during his first assault upon the realms of man, is re-forged and named Anduril. A Council meeting is held to debate the fate of the Ring, and after much discussion, all agree that it must be destroyed by being cast into the Cracks of Doom, a volcano in Mordor. Frodo reluctantly volunteers to be the Ring-bearer, saying, "I will take the Ring, though I do not know the way." Elrond chooses companions to go with him. Traveling with the Hobbits and Gandalf are representatives of the Free Peoples: Legolas for the Elves, Gimli for the Dwarves, and Aragorn and Boromir for Men. Thus is formed the Fellowship of the Ring, nine in all, to be set against the nine Nazgûl. They set off on their perilous journey to Mordor.

MORIA

The only way to cross the mountains is through the mines of Moria, a network of caverns and tunnels originally carved out by the Dwarves. When the Fellowship reaches the entrance by a still lake, they find the Dwarf doors magically closed. On them is written: "Speak friend and enter." The Fellowship fails to find an answer to the puzzle, until Gandalf suddenly leaps to his feet saying the Elvish word for "friend." As the doors swing open, Frodo is seized by a tentacle of the Watcher in the Water, a creature put in charge of defending the mine. Sam hacks it off, and they leap inside. Behind them the doors are smashed shut, blocking their exit. Gandalf lights the way with his staff through the dark, silent, winding caverns, his sword Glamdring held ready.

While the Fellowship rests during the first night in Moria, Pippin impulsively drops a stone into a well. Then, from below comes sounds of tapping, signaling. The party spends the following night in the Chamber of Records, where they find and read the *Book of Mazarbul*, telling how the Dwarves living and working in Moria had been trapped and killed. Then "doom! doom!" comes the sound of drums from the depths. The Fellowship fights a rearguard action, and races to escape from the Orcs dwelling deep within the mine. They reach a chasm, crossed only by a narrow bridge, pursued by a Balrog – a fearsome creature of fire and shadow. Gandalf orders the others over the bridge, but halfway across turns to face the Balrog and yells, "You shall not pass!" The huge Balrog steps forward, wrapped in flame. Gandalf lifts his staff and smashes it onto the bridge, breaking the bridge and plunging the two of them into the depths. "Fly, you fools!" are Gandalf's last words to the Fellowship.

LOTHLÓRIEN

Mourning the loss of Gandalf, the Fellowship reaches Lothlórien, home of the Elven Queen Galadriel. Here, they are able to recover. Galadriel gives them many precious gifts, including a magical phial that she presents to Frodo, and then she tests their hearts to judge whether they are worthy of carrying the Ring. Reluctantly, the Fellowship leaves to continue their journey in boats, along the river Anduin. As they travel, Gollum follows, drawn by the power of the Ring.

Disembarking at the Falls of Rauros, the company debates which way to go. Frodo decides to continue to Mordor, but Boromir wishes to use the Ring against Sauron, rather than destroy it. Overcome by desire for the Ring, he attempts to wrest it from Frodo, who puts it on, disappears, and makes his escape. Accompanied only by Sam, and followed by Gollum, Frodo continues on his journey to Mordor.

Orcs from the army of the evil Wizard Saruman attack Merry and Pippin. Boromir is killed trying to save them, and the two Hobbits are captured. Aragorn, Gimli, and Legolas pursue the orc band, hoping to rescue the Hobbits. The Riders of Rohan, led by Éomer, are patrolling the area and attack the orcs, enabling Merry and Pippin to escape into Fangorn Forest where they enlist the help of giant treelike creatures called Ents. Together, the Hobbits and Ents tear down the walls of Isengard, the fortress home of Saruman.

HELM'S DEEP

Aragorn, Gimli, and Legolas continue to search for the Hobbits and are amazed to meet Gandalf, whom they had thought dead, clad in all white. He tells them how he fought and destroyed the Balrog. They visit Théoden, King of Rohan, and release him from the influence of his advisor Grima, also known as Wormtongue. Raising his Wizard's staff, Gandalf unmasks Wormtongue as an agent of Saruman and casts him out. A grateful Théoden gives Gandalf the legendary horse Shadowfax. Éomer, Théoden's nephew, offers the king his sword. Théoden lifts the blade and cries, "Arise now, arise, Riders of Théoden. Forth Eorlingas!" With a thunder of hooves the Riders of Rohan ride out to battle.

Gandalf advises them to go to the defense of Helm's Deep, a Rohan stronghold which is being besieged by Saruman's forces. He says he will ride to Isengard and meet them later. The Riders of Rohan arrive at Helm's Deep just ahead of the hosts of Isengard. From within the walls, they see the enemy surge forward. Lightning flashes, and storms of arrows rain down on the orcs and wild men

besieging the stronghold. Still, the enemy comes on. Using trees as battering rams, the orcs attack the gates. Éomer and Aragorn beat them back, but are themselves ambushed. Gimli leaps to their aid, swinging his axe, and leads them back inside.

Again and again the orcs attack, throwing themselves at the walls, until a breach is blown with the Fire of Orthanc (gunpowder). The orcs storm forward, forcing the defenders to retreat into the citadel. Aragorn warns the attackers that they should depart, or none will be spared, but the host laughs as it appears certain that the orcs will conquer Helm's Deep. Then, from the tower, a horn rings out. Théoden, Aragorn, and the Riders charge out to battle, sweeping through the hosts of Isengard, as Gandalf arrives with reinforcements. The enemy flees straight into an army of trees that has suddenly appeared on the plain, and the besieging forces are never seen again.

SHELOB'S LAIR

In the meantime, Frodo and Sam, continuing their long journey, have captured Gollum, tying him with Elven rope and making him swear to serve the master of his "Precious" (the Ring). They then release Gollum and command him to lead them to Mordor. Traveling at night and hiding by day, they first pass through the foul Dead Marshes, where Gollum had previously hidden from orcs. There is little to eat other than the strength-giving lembas, a present from the Elves. Strange lights try to tempt them from the path, and Frodo and Sam see faces of dead warriors looking up at them from beneath the dark water. Warning them to look only at him, Gollum leads them through the treacherous mire. As they struggle on, a Nazgûl riding a fell beast flies overhead, its cries piercing the sky as it searches the land below, hunting for the bearer of the Ring.

On the fifth day, they come to the desolate plains of ash. Foul fumes choke them as they wearily stagger on toward the mountain range that bars their way. Gollum is desperate to own the Ring, but is bound by his promise to serve its master. Realizing that if he can become the master, he could then do as he wished, Gollum decides to guide them by a route that will cause the death of the Hobbits. He decides to take them through the Pass of Cirith Ungol, the lair of the giant spider Shelob!

As they cross the land of Ithilien, Frodo and Sam are helped by Boromir's brother, Faramir, who is harrying the forces of Sauron. Faramir takes them to his hideout, where they tell him of their mission. Gollum, who had been hiding from the men, is discovered at the Forbidden Pool. Faramir warns Frodo against attempting to pass through Cirith Ungol, believing Gollum is hiding something,

but Frodo has no choice. Frodo, Sam, and Gollum continue their journey, and after two more days come to Minas Morgul, the city of the Nazgûl. Frodo feels the Ring drawing him toward the city, but Sam pulls him away. They climb the valley side as thunder crashes and lightning flashes around them, but dive for cover as the Lord of the Nazgûl, leading a great army from Minas Morgul, searches for the Ring-bearer. Frodo's hand moves against his will toward the Ring, but instead touches the phial of Galadriel. The Lord of the Nazgûl and his army ride on. And on go the Hobbits, climbing up and up until, exhausted, they pause to rest for the night in a dark crevice. Gollum sneaks off to warn Shelob that she is about to have visitors.

The next morning, Gollum leads them into a dark tunnel where they find themselves trapped in a dead end. Frodo holds up the phial of Galadriel, which gives out a radiant light, in the glow of which Shelob appears. They frighten her off with the light from the phial, but as they leave the tunnels, Shelob attacks. Sam fights off Gollum, but then sees Frodo wrapped in a web, being dragged away by Shelob. Filled with fury, Sam reaches for Frodo's dropped sword, Sting, and attacks Shelob. As she is poised above him for a final spring, Sam grabs the phial of Galadriel and sends light streaming from it into the eyes of the huge spider, who crawls away in agony. Thinking Frodo dead, Sam decides he must continue the quest alone and reluctantly takes the Ring. Hearing a band of orcs approaching, Sam puts on the Ring, becomes invisible, and follows them as they discover Frodo's body. He is not dead, but merely paralyzed by Shelob's poison. The orcs carry Frodo into the tower of Cirith Ungol.

MORDOR

Sneaking into the tower, Sam saves Frodo, who has been stripped of his Mithril mail and Elven cloak, as the orcs quarrel amongst themselves. The Hobbits disguise themselves as orcs to avoid detection, and they travel on toward Mount Doom, Gollum following behind.

Meanwhile, the rest of the Fellowship seeks aid in the struggle against Sauron. Aragorn, Gimli, and Legolas travel through the Paths of the Dead to raise the Army of the Dead. Gandalf and Pippin go to Gondor's capital, Minas Tirith, where Pippin swears to serve Denethor, Lord of Gondor, father of Boromir and Faramir. Denethor, realizing Minas Tirith is about to be besieged by Sauron's armies, sends a messenger to Théoden, asking the Riders of Rohan to aid Gondor with all their strength and speed. Éomer's sister, Éowyn, traveling with the Riders while disguised

as a man, carries Merry on her horse with her. Théoden needs to move quickly, but without being seen by the dark forces of Sauron. A Wild Man, Ghân-buri-Ghân, guides the Riders by hidden ways through the forests, avoiding the enemy's outposts.

The Riders arrive to find a great army led by the Lord of the Nazgûl assaulting Minas Tirith. Théoden leads a charge against the enemy, taking them by surprise. The Lord of the Nazgûl attacks Théoden, confident that he cannot be killed by men. He swoops from the sky on his fell beast, but is killed by Éowyn, a woman, with Merry's help. The Battle of the Pelennor Fields rages around the walls of Minas Tirith, and all seems lost as enemy ships are sighted approaching along the River Anduin. As Éomer rallies his men to face the end, an Elven standard wrought by Arwen, daughter of Elrond, is unfurled on the leading ship. Aragorn, wearing the Star of Elendil leaps ashore, accompanied by Gimli and Legolas. They stride forward, leading regiments from the Free peoples, driving the enemy before them. And so the battle is won, but still the Ring must be destroyed.

To distract attention from the Ring-bearer, Aragorn leads an army from Minas Tirith to challenge Sauron. After days of marching, they reach the Morannon Gate to Mordor. Aragorn, Gandalf, and the other Captains ride up to the gates and issue a challenge. The gate is thrown open, and the Mouth of Sauron rides to meet them as an emissary. He laughs at the Army, showing them Frodo's Mithril mail and cloak and threatening that Frodo will be tortured unless the allies withdraw. Gandalf refuses, seizes the items, and drives back the Messenger of Mordor. Drums roll, a great host of orcs pour from the gates, and men and trolls march down from the hills until the allied army is surrounded by dark forces.

All the while, Frodo and Sam have been struggling on toward the foothills of Mount Doom, crawling from hollow to hollow, with Gollum tracking them. Mordor is in permanent darkness, and the Ring is becoming an increasingly heavy burden. When Frodo becomes too weary to go on, Sam carries him on his back. As they approach the summit, the way becomes too steep and rocky, so Frodo drags himself to the lip of the volcano. Standing at the edge of the Cracks of Doom, Frodo is finally overcome by the Ring. Claiming it for himself, Frodo places it on his finger and disappears, alerting Sauron to the whereabouts of the Ring. Suddenly, Gollum leaps on Frodo and bites off Frodo's finger and with it the Ring. Crying, "my Precious!" Gollum loses his balance and falls with the Ring into the heart of the volcano. The earth shakes, fire belches, and the power of Sauron is destroyed.

The destruction of the Ring spells defeat for Sauron's armies. Gandalf sends eagles to pluck Sam and Frodo from the erupting volcano and return them to their comrades. Together, Frodo and Sam begin the long journey back to the Shire, but they find on the way that there are still remnants of corruption that must be rooted out and destroyed. Saruman himself is discovered cowering in Bag End. With new-found maturity, Frodo spares his enemy, who is finally murdered by his agent, Wormtongue. While most of the Hobbits begin to resume and repair their interrupted lives, Frodo, accompanied by Gandalf, sets sail for the west, and the peace and serenity of the Grey Havens.



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SPECIAL THANKS

This new edition is dedicated to the memory of David Farquhar (1955-2004). David made significant contributions to the thematic development of the game and its testing, and also wrote the synopsis. Additionally Reiner Knizia would like to thank all the test players, in particular Iain Adams, Chris Boote, Chris Bowyer, John Christian, Trevor Harding, Martin Higham, Ross Inglis, Kevin Jacklin, Chris Lawson, Les Murrell, and Ivan Towlson.

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THE LORD of the RINGS™

ABOUT THE DESIGNER

Reiner Knizia is one of the world's most successful and prolific game designers. He has won numerous international awards, including five German Game Prizes, two German Game of the Year Awards, the German Education Game Award, three French Grand Prix du Jouet, four Austrian Game Awards, the Spanish Game of the Year, the Swiss Game Award, the Japan Board Game Prize, and five European Children Game of the Year Awards.

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John Howe, Canadian by birth, is acclaimed as one of the foremost illustrators of the world that Tolkien created. He has worked in every aspect of the European illustrated books industry, creating graphics for fantasy, historical, and children's books. Outside Europe, he is best known for his contributions to a wide range of Tolkien projects, such as calendars, posters, and jacket illustrations. Before working on the boardgame, he developed the concept art for Peter Jackson's film version of *The Lord of the Rings*, and is currently working in New Zealand on concept art for *The Hobbit*.

ONE RING TO RULE THEM ALL

ONE RING TO FIND THEM

ONE RING TO BRING THEM ALL

AND IN THE DARKNESS BIND THEM