



LAND  
OF  
LEGEND

Proudly Presents

# Quest of the Magic Ring

A Game of  
Adventure  
in Mythical  
"Middle-  
Earth"

*With no possibility of escape, an enslaved Gumpian suddenly discovers its plight, and a frightened Frodo Baggins snatches the Ring about his neck as he feels the Black Riders draw near him on the cold night air.*

**W**

elcome to the mythical land of Middle-earth, a place located back in time and far away; a land of magic and enchantment, of tranquility and of fear; a land filled with the brightness and beauty that can only be found in a balmy spring day. . . . and with the same shadows that leap from your nightmares as a child! It is an ancient, imaginary world of Good and Evil, where men and elves and wizards have roamed, and where the most unexpected things can happen.

You have arrived just in time to take part in perhaps the greatest struggle for power and freedom in the history of Middle-earth. Each of the major forces is trying to solicit your support, and shortly you and your fellow players will

be asked to cast lots to determine the roles you will play. First, however, those of you who are new to Middle-earth must be informed of all that has happened thus far. . . .

Many years ago there arose a sorcerer so evil and powerful that he threatened the freedom of all the peoples of the land. The Dark Lord (as he came to be called by all those who feared to utter his true name) had in his possession a small gold ring of evil magic power which he soon hoped to use to his wicked advantage. With the Ring, he could enslave the entire population within a matter of weeks; without it, he would have to wage war for years to take over, and even then would risk failure.

Just as the Dark Lord was about to implement the magic of the Ring against his neighbors, his fortress was invaded and his precious band of gold was taken. Years went by, and the Ring passed through many hands, and none who possessed it knew of its magic or its history. At last the magic token came—quite by chance—into the home of one of the **Halflings** who inhabited the simple and beautiful region known as the **Shire**.

The Ringbearer, as he was later named by his companions, soon learned that the Dark Lord was regaining power, and that the gold trinket he had in his possession was actually the cursed Magic Ring of legend. The Evil One's messengers were, indeed, already on their way to retrieve the Ring for their Master. There was only one course of action: the Dark Lord's power of magic must be dissolved by destroying the Ring in the only manner possible; by carrying it over the sometimes treacherous terrain of Middle-earth, deep into the Land of Shadow to the giant Cracks of Fire where existed the only flames capable of smelting the magic metal into nothingness.

### Object of the Game

The object of the game varies between players. See the descriptions of the individual player's roles (Ringbearer, Gandalf, Dark Lord, etc.) for victory conditions.

Of the following characters, the **Ringbearer**, **Gandalf**, and the **Ranger** form an alliance known as "**the Company**," or "**the Fellowship**," and with the **Riders of the Mark** and the **Citadel Men** represent the "**Free Peoples of Middle-earth**." All these seek the common goal of the destruction of the Ring and the uprooting of the **Dark Lord** and the **White Wizard**. These latter two characters, although one may occasionally help the other, are each out to recover the Ring separately and thus defeat the Free Peoples and each other as well.



# the Dark Lord

*The Dark Lord Sauron ushers out his minions to search for and bring back his precious One Ring.*

### THE DARK LORD

You are the great Evil One (just for this game, please!), powerful and wicked. Waging an offensive war with the Free Peoples of the land, you seek to gain control through successful battle campaigns. You have just discovered that one of the Halflings living in the distant Shire has the Magic Ring that you lost years ago! Since getting it back would mean an instant victory for you, obviously you are anxious to find it. But even more important, you must retrieve the Ring to keep it from being destroyed in the Cracks of Fire, for if it ever were, you would be destroyed along with it! You must also prevent your traitorous ally, the White Wizard, from getting it, for with its power he would certainly turn on you as well, declaring himself the sole victor!

At your command are two parties of **Black Riders** (your hideous black-clothed horsemen) and two armies of orcs (immensely strong creatures serving you in the capacity of soldiers).

You win if your Black Riders or orcs bring the Ring or the Ringbearer to your fortress, the Dark Tower. You automatically lose if the Ring is destroyed, or if at any time any of the Citadel Men or Riders of the Mark land on the Dark Tower space by exact roll\*, thus destroying your stronghold through battle. (If any of your orcs are defending the Dark Tower, the enemy army must then **completely** win in combat\*\*\* against them before you would lose.) By the same means, however, you may eliminate the Citadel Men and/or Riders of the Mark by entering their fortresses and defeating in combat\*\*\* any soldiers present.

Before the game starts, you must disclose whether either, both, or none of your Black Riders will start the game in the Shire. If so, they enter on the third turn. If they start from the Dark Tower, they enter on the first turn.

To win for you, a Black Rider need only land on a space occupied by the Ringbearer (thus **eliminating** the Ringbearer from the game), then successfully bringing the Ring back to your tower. But he must attack the Ringbearer with an exact roll\*. If a Black Rider manages to bring the Ring all the way to the Dark Tower, he must reach the tower also by an exact roll\*.

Black Riders may move past pieces representing the Citadel Men and Riders of the Mark, disregarding them altogether. They may, however, stop anytime they reach a space occupied by the Dark Lord's orcs—regardless of die roll—and move with them\*\*\*.

To capture the Ringbearer, orc tokens must catch up with him using the standard joining procedure\*\*. If captured, the Ringbearer must go with the orcs, but can escape by rolling a 1 on his turn (he may then move 1 space away). The orc token that captured him then loses 2 turns while he flees away. Orcs, like Black Riders, must reach the Dark Tower with the Ring (or Ringbearer) by exact roll\* in order to win for you.

Beware of sending your orcs through the Ent Woods, for your orcs take the same risks there as do the orcs of the White Wizard, and they could be eliminated. (See next-to-last paragraph under "The White Wizard.")

Plan quickly, before the enemy slips through your hands!

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# the White Wizard



*With the aid of his crystal palantiri, Saruman observes the course of the Ringbearer and plots his capture.*

## THE WHITE WIZARD

You are the treacherous White Wizard. Originally working with the Free Peoples to destroy the Ring, you have allowed yourself to become infatuated with the power of the Ring, and your original curiosity has turned into a burning desire to possess it for yourself. Under the guise of working for good, you have deceived both the Free Peoples and the Dark Lord each into believing that you were secretly helping them. Now, however, it has become obvious to both sides that you actually want the Ring for yourself, and should your servants be able to bring the Ring or Ringbearer to your White Tower, then you alone would win a victory.

At your disposal are two orc armies. They have the same capacities as the Dark Lord's orcs. To win for you, your orcs must capture the Ringbearer, then bring him to the White Tower. The Ringbearer has the same chance of escaping from them as from the Dark Lord's orcs, and be careful: although you would like to send all your forces after the Ringbearer, it may be wise to leave one of your orc armies to defend your tower or to invade the City of the Mark or the Great Citadel. You automatically lose if any of the Riders of the Mark or Citadel Men land on your White Tower space (the space located directly beside the base of your tower) by an exact roll\*. (If any of your orcs are defending your tower, the enemy army must then completely win in combat\*\*\* against them before you would lose.) You also lose if Gandalf and the Ringbearer have paid a visit to the Ent Woods\*\*\*\*, then land on your tower by exact roll\*. (In this case no combat is necessary for them to win. See next-to-last paragraph under "Gandalf the Grey".)

If the Ringbearer passes by your tower, you have a chance to capture him. All you must do in such instance is roll the die. If a 1 is rolled, the Ringbearer is captured and the game is over (you win!). If you don't roll a 1, he passes by unharmed. (The Ringbearer does not need to land directly on your White Tower space before you can roll to attempt a capture; he needs only pass by it for you to be eligible to do this.) Note: If no one is playing the

part of the White Wizard, and the Ringbearer passes the White Tower, then the Dark Lord player rolls the die; if a 1 is rolled, the White Wizard—not actually a player—wins, meaning that everyone playing the game loses!

If your orcs move into the Ent Woods, they take a chance of being attacked by the Entmen\*\*\*\*. Upon entering, they must as usual roll the die again to determine how long they must remain in this safety area (see under "Safety Areas"). Then, on this same turn and for each turn that they must afterward remain in the Ent Woods, they must roll the die yet again to see if they have been attacked by the Entmen. If a 1 is rolled, this means that the Entmen have attacked, and the orcs in the Woods are eliminated. As is the case for any player, once all of your pieces are eliminated you lose.

But whatever you choose to do, you had better act quickly; the Dark Lord is mightier and has more servants than you, and at this very moment is on his way to recover his precious band of gold. If you wish to beat him to it, you will have to out-manuever him!



# the Ringbearer

*Along his journey, Frodo pauses for a sudden moment, holding his breath and listening silently for a clue to explain the chill that all at once grips his heart.*

## THE RINGBEARER

You are the Ringbearer, chosen of the Halflings, for with you lies the burden of the dangerous quest to destroy the Dark Lord's evil magic Ring. You must choose the roads that will take you into the Land of Shadow, to the Crack of Fire before either the Dark Lord or the White Wizard is able to capture or eliminate you. You win for the Free Peoples of Middle-earth by reaching the jagged

space on either side of the Crack of Fire, where you can throw the magic Ring to its destruction. (You must land on one of these jagged spaces by an exact roll\*.)

If you are captured by orcs of either the Dark Lord or White Wizard, you become their prisoner and must move with them on their turn until you escape by rolling a 1 on your own turn. (Once you accomplish this, you may move 1 space and the orcs are frozen for 2 turns while you make good your escape.) If you are struck by Black Riders by exact roll\*, then you are eliminated from the game and they take possession of the Ring.

You will find various allies among the Free Peoples, and many regions where you can find temporary safety and rest. However, you will also find along your route many areas of danger and creatures and peoples who seek to cause you harm. If anywhere along your way you are eliminated by a road hazard, you lose and other players may race for the Ring (to the space where you expired). If Gandalf or the Ranger get there first, they automatically become the new Ringbearer and must try to carry the Ring to the Crack of Fire. (As new Ringbearer, all road hazards, etc., concerning the Ringbearer would apply to them, however they would still retain their basic abilities and characteristics, i.e., they would each still add 1 to the die roll of the Riders of the Mark or Citadel Men when with them in combat—See fourth paragraph under "Gandalf the Grey". Exceptions to this rule are listed under each respective heading.) The Citadel Men and Riders of the Mark may not become the new Ringbearer. Servants of the Dark Lord or White Wizard, however, may attempt to retrieve the Ring from the spot where you were eliminated, and may then attempt to take it to their respective masters.

Should you be eliminated and a new Ringbearer emerges (Gandalf or the Ranger), the Ring can be passed between the Ranger and Gandalf as often as desired, provided they are on the same space when the transaction is made. You, however, may not pass the Ring to anyone as long as you are still in the game.

But such things will be of little consequence to you if you are no longer a participant in the great Middle-earth struggle, so for your sake hope that you never have to deal with any orcs or Black Riders! Depart quickly and plan your path carefully!

#### GANDALF THE GREY

Known to many as "the Grey Wizard," you have used your prophetic knowledge for the purpose of good. You have dealt with the Dark Lord before, and know to a large degree how to protect yourself from his wiles. Because you seek the welfare and freedom of the inhabitants of Middle-earth, your mission is to put an end to the atrocities of the Dark Lord and the White Wizard (your one-time ally), either by battle or by seeing that the Ring is destroyed in the Cracks of Fire. You may help the Ringbearer achieve his objective, and you yourself may carry the Ring if he is eliminated by a road hazard or Black Rider.

Unfortunately, however, you can't be of any help to anyone for the moment because you're a prisoner of the White Wizard. Using a deception to lure you into his White Tower, he caught you unawares and locked you atop his great fortress to keep you "out of the way." Of course, among the friendships you have made with the friendly beasts and birds of Middle-earth there are those who have the power to rescue you, but it may be some time before your dilemma is discovered by one such deliverer. Starting at the beginning of the game, then, you have one chance each turn to be rescued. If you roll a 1 on your first turn, you are considered rescued and may move 1 space in any direction. If you fail to roll a 1, you must wait to try again on your second turn, when you need to produce a 1 or 2 to escape; on turn 3, a 1, 2, or 3,

# Gandalf the Grey



*Arriving at a fork in the road, Gandalf halts to rest and consider which path will take his Company the quickest to its destination . . . and bring upon it the least dangerous of perils.*

etc., all the way up to turn 6. If you have not been able to escape by turn 6, your release is automatic.

Once free, you may choose to offer the Ringbearer limited protection. By catching up to the Ringbearer (via the standard joining procedure\*\*) and moving with him over the same spaces on his turn, you may, if necessary, sacrifice yourself to allow the Ringbearer to escape an attack by orcs or Black Riders. There is no combat involved here; you simply are temporarily eliminated, but the enemy pieces lose 2 turns and the Ringbearer goes on his way. You may return 6 turns later in the Ent Woods and re-enter the game from there. If the Ringbearer is already captured by orcs before you join him, you may use the above rescue procedure only after you have joined them by exact roll\*.

If you are with the Citadel Men or Riders of the Mark during combat\*\*\*, your presence adds 1 to their combat die roll, offering them an advantage in battle. (You, however, are unaffected by the results.)

Other than when you are with the Ringbearer, Citadel Men, or Riders of the Mark, or if you become the new Ringbearer, you have no interaction with orcs or Black Riders, and may pass by them (and visa versa) without any effect.

Should the Ringbearer and you enter the Ent Woods together, you are considered to have solicited the support of the Entmen (imaginary inhabitants which are not represented by playing pieces)\*\*\*\* and convinced them to go with you to attack the White Tower. With their added strength, you may proceed to move toward the White Tower, and should you reach it by exact roll\*, it is automatically destroyed (torn apart by the Entmen!) and the White Wizard is forced to surrender from the game.

But for now this same White Tower holds you a prisoner, and you must soon make good your escape; your allies desperately await your help!

*Having dropped his shield, a soldier of Gondor attempts to make maximum use of his sword until he can manage to make his way back to the shelter of the citadel's great walls.*



## the Citadel Men

### THE CITADEL MEN

You are the Captain of the Great Citadel, and are the leader of the Citadel's army of fighting men. The Dark Lord caught you by surprise when he declared war on the Free Peoples of Middle-earth, since you were his first neighbor and were the first to be attacked. And now that the White Wizard has also turned against the Free Peoples, you risk attack by him as well. If either foe (the Dark Lord or White Wizard) manages to enter your city by token roll\* with **any** orc armies, you lose to them and your tokens are removed from the board. (If any of your soldiers are defending the Citadel, the enemy orcs must then **completely** win in combat\*\*\* against them before you would lose.) In the same way, however, if you can manage your way into **their** fortresses by exact roll and successfully defeat any defending orcs through combat, then they will lose to you. You automatically win over them both if the Ring is brought to the Crack of Fire and destroyed.

You may also join\*\* the Ringbearer and move with him on his turn, offering him protection. In this way, you may take on orc tokens in combat, thus allowing the Ringbearer to escape on his next turn. (This does not apply to Black Riders, who may attack the Ringbearer even in your presence without any interference from you!)

What should you do: defend your city, leave to attack the Dark Tower or White Tower, or race to the aid of the Ringbearer? (In playing the game using the Advanced Rules, you are given **two** army tokens rather than one, and may split them up if desired, i.e., leave one to defend your stronghold and send one out to pursue the enemy, etc. Also, you may join\*\* with the Riders of the Mark tokens—even in the basic game—and take on enemies in combat at the same time, each of your tokens taking a combat die roll\*\*\* turn separately with each of the enemy tokens.)

Decide soon what you will do. before your enemies decide for you!

### RIDERS OF THE MARK

Represented by an army of fighting horsemen, you are the King of the Mark, and are in alliance with the rest of the Free Peoples. Like the Captain of the Citadel Men, you realize that your city could be invaded and destroyed

by orcs of the deceptive White Wizard or Dark Lord in the same way that the Great Citadel could be (once orcs of either enemy enter your city, conquering any of your defending soldiers through combat\*\*\*, you lose to them!), and so you, too, are confronted with the choice: to stay in your city and wage battle to protect it, to attempt an offensive attack on one or both of your enemies' fortresses (they lose if you succeed in entering and defeating any defending orc armies through combat), or rush to the aid of the Ringbearer with the hope that he will destroy the Ring before your city is invaded (like the Citadel Men, you can offer the Ringbearer protection against orcs by moving with him on his turn after joining with him\*\*, and doing battle with all orcs who attack). You have all of the basic characteristics and abilities as the Citadel Men, but where shall you channel them?

Choose soon! Time is on the enemies' side!

## Riders of the Mark



*A horseman of Rohan bravely prepares to hold back—at the cost of his own life—the onslaught of Saruman's warriors until his fellow soldiers can enter and successfully hold Helm's Deep—the last fortress*

### THE RANGER

Known simply as "Strider" to many, you are the Ranger of the North. For many years you have fought a sometimes lonely battle for peace in Middle-earth, and you're not about to rest as long as the Dark Lord is still in power.

You therefore win if the Ring is brought to the Crack of Fire. If you can catch up with the Ringbearer or any other player\*\* (except servants of the Dark Lord or White Wizard), you may move with them on their turn. Your value to the Ringbearer is similar to that of Gandalf—you may halt an orc attack for 2 turns by temporarily sacrificing yourself and being brought back 6 turns later in Rivendell, having been restored to health. (Unlike Gandalf, however, this type of protection is only good against orcs.) Your knowledge of camouflage enables you ordinarily to pass by orcs unnoticed, and therefore unaffected (unless, of course, you choose to be sacrificed to help the Ringbearer). Like Gandalf, if the Ringbearer is already captured, you must join him and his captors by **exact roll\*** before you can help him.

If the Ringbearer is eliminated by a road hazard, you may become the new Ringbearer by being the first player to reach the Ring or by wresting it away from orcs or Black Riders. It would then be your mission to carry it to the Crack of Fire.

The weapon that makes you nearly invincible, however, is your great legendary sword. It contains the power to protect you from Black Riders and hold them at bay. (Although it cannot harm them or chase them back, it prevents them from passing you at any time during the game.) Should you meet with Black Riders while you have the sword, they could go no further than the same space you were on. In essence, you could block their movement every turn. (This does not apply if you have become the new Ringbearer and are carrying the Ring; although they could not harm or capture you, Black Riders as well as orcs could join you by exact roll\* to attempt to take the Ring, in spite of your sword and camouflage abilities.) Only problem is that your sword is now broken and in need of repair in Rivendell at the beginning of the game. Only after once passing through Rivendell do you have the sword.

You are therefore faced with a dilemma: upon entering the game (you must wait 5 turns after the other players begin before you may leave Bree where you enter), should you race to Rivendell to repair your sword, or should you head directly to the aid of the Ringbearer, risking death if attacked by Black Riders while without your weapon (you would be permanently eliminated and the Riders would be stunned for 2 turns while the Ringbearer escaped)?

Don't wait too long to decide; the Evil One approaches!

## the Ranger



*Overlooking a great valley near Rivendell, Aragorn listens intently to the murmurings of the animals in the woods, and the whisperings of the trees that reveal all is not right, . . . that Darkness from the South has begun to spread into the Northern regions.*

Now that you have the background, please determine, by choice or by rolling the die twice (highest number chooses first, etc.) which of the preceding characters you will play. (Refer to Chart A before choosing.)

### Types of Die Rolls

Although only one standard, six-sided die is used to play the game, it is used for several different purposes. The most obvious one is that of **moving the playing pieces** (see under "Movement"). Other uses include **combat** (see under "Combat Procedure"), when the die is rolled to see who wins in a battle; **Casualties** (see under "Combat: the Casualty Roll" in the Advanced Rules), when it is rolled to see how badly a loser of a combat die roll is "injured"; a **"waiting time"** roll (see under "Safety Areas") to see how long a player can or must remain in a safety area; etc. There are other miscellaneous types of die rolls, but they are explained elsewhere as they occur. **Unless otherwise specified**, a player does not move his token on any die rolls except the movement roll taken at the beginning of each turn.

### Movement

Players take turns moving their pieces around the board. Player No. 1 moves first, player no. 2 moves second, etc. (See Chart A.)

To move, a player first rolls the die, then moves all of his pieces the number of spaces indicated on the die roll (1 to 6). Players may move pieces in any direction (unless piece to be moved is on a one-way road). Players do not have to move all their pieces in the same direction, nor do they have to move any pieces at all if they wish not to, and may voluntarily pass up a turn at any time (as long as they announce that they wish to do this before their roll). A player with more than one piece may pass some of his pieces with his other pieces at any time.

However, before the die is rolled, the player taking his turn must announce the direction in which he will move each of his pieces up to 6 spaces ahead. Pieces must then be moved in the predetermined direction up to the number of spaces indicated on the die roll. Should a player forget to announce his direction of movement before he rolls, he must continue in the same direction he was previously heading, and if he comes to a fork in the road or any other place where he would have a choice but has failed to indicate it, then the player next in sequence of play is permitted to choose the direction for him (but this player **cannot** make him go **backwards**).

A player may always move **fewer** spaces than his die roll indicates, providing he has announced where he plans to stop before rolling the die. (The only exceptions to this are listed in the "Exact Roll" footnote\*.)

### Road Hazards

Players landing on written spaces applying to them must follow the written instructions. All road hazard spaces affect the Ringbearer. Unless a road hazard applies only to the Ringbearer, it also affects Gandalf, the Ranger, Citadel Men, and Riders of the Mark (all or any of whom constitute the "Company" or "Fellowship").

The Dark Lord and White Wizard are only affected by the Dead Marshes, Wilderness Road, Mountain Snowstorm, the Lake Creature, Barrow Downs, Tom's House, Bree, Old Forest Road Mountain Crossing, and river crossings.

Only Black Riders may pass over the Crack of Fire space.

All players must stop before crossing the Great River except at the road bridges. When a player lands on a river-crossing space, he stops there regardless of the die roll and loses his next turn. On the second following turn, he is considered to have finished making a raft to cross, and may move across as in normal play.

## CHART A: Number of Players

**Quest of the Magic Ring** can be played by two to seven players. The number of men and armies (pieces) each player controls depends on the number of people playing. Consult the chart below before starting the game.

IF THIS NUMBER OF PEOPLE ARE PLAYING ...	... THEN THESE ARE THE POSITION NUMBERS THAT ARE OPEN ...	... AND THESE ARE THE CHARACTERS THAT EACH POSITION NUMBER WILL PLAY ...
Number of Players	position No.	Men and Armies
Two	1	Ringbearer, Gandalf, Citadel Men
	2	Dark Lord
Three	1	Ringbearer, Gandalf
	2	Citadel Men
	3	Dark Lord
Four	1	Ringbearer, Gandalf
	2	Citadel Men
	3	Riders of the Mark, The Ranger
	4	Dark Lord, The White Wizard
Five	1	Ringbearer, Gandalf
	2	Citadel Men
	3	Riders of the Mark, The Ranger
	4	Dark Lord
	5	The White Wizard
Six	1	Ringbearer
	2	Gandalf
	3	Citadel Men
	4	Riders of the Mark, The Ranger
	5	Dark Lord
	6	The White Wizard
Seven	1	Ringbearer
	2	Gandalf
	3	Citadel Men
	4	Riders of the Mark
	5	The Ranger
	6	Dark Lord
	7	The White Wizard

The Position Number is also the playing order number. Example: If three people were playing the game, Position Numbers 1, 2, and 3 would be open. The person playing Position No. 1 would play the parts of the Ringbearer and Gandalf, and would be first to move his pieces each time; the person playing Position No. 2 would play the part of the Citadel Men, and would move his pieces next in turn; last in order would be the pieces representing the Dark Lord, played by player no. 3.

**Please proceed to CHART B and follow its directions.**

### Safety Areas

The following locations are considered "safety areas": Tom's House, Rivendell, the Elf Woods, the Ent Woods, the City of the Mark, the Great Citadel, and the space in the woods by the Land of Shadow mountain range. (Note that all wooded safety areas are marked with a green path, while the City of the Mark and the Great Citadel are shown as buildings; in either case players may pass through these areas, abiding by the following regulations.

The Ringbearer, Gandalf, the Ranger, the Citadel Men, and the Riders of the Mark may not be attacked while in a safety area. Pieces of the Dark Lord or White Wizard may not move into safety areas occupied by any of the other

five players—they must wait until the safety area is evacuated before entering.

If the Dark Lord's or White Wizard's pieces are in a safety area when it is entered by one of the other five players, the "evil" pieces must leave on the next turn by the place from which they originally entered. No capturing or combat may occur in a safety area.

Upon entering a safety area, the player rolls the die to see how many turns he may spend in the area (1 to 6). A player cannot spend more turns in a safety area than the number indicated on the die roll, however the "Free Peoples" players (the Ringbearer, Gandalf, the Ranger,

Riders of the Mark and Citadel Men) may spend less turns, if they wish. The Dark Lord and White Wizard, who must pass through unoccupied safety areas "with caution," must remain in each area for the exact number of turns indicated on their die roll (unless, of course, they are prematurely forced out by one of the opposing players).

If either the City of the Mark or the Great Citadel has fallen to an enemy and its pieces eliminated, it may still be used as a safety area by ally players.

Unless a safety area is marked off with spaces like the rest of the roads on the board, it is treated as one long space. Players may never leave a safety area during the same turn on which they entered it; they must always stop upon entering, regardless of their die roll, and roll the die to determine how many subsequent turns they may/must remain.

No tokens of the Dark Lord or White Wizard may ever pass through the safety area marked "Tom's House." With this one exception, it is the same as any other safety area.

### Combat Procedure

Combat can occur only between the Dark Lord or White Wizard and the Citadel Men or Riders of the Mark. Combat between these enemies occurs only when pieces representing them land in the same space or roll high enough to pass each other. When they do meet, they must stop and do battle.

To engage in combat, a die is rolled (this is called the "Combat Die Roll") for each piece involved. The highest number rolled represents the winner. If there is a tie, combat is continued the next turn. The loser of the roll removes his losing pieces from play; they are considered eliminated. If a player has more than one piece in combat, he rolls the die once for each piece, treating each roll as a separate battle.

**EXAMPLE:** Two orc tokens of the Dark Lord occupy one space. They are met by one Citadel Men piece. The Dark Lord and Citadel Men players each roll the die once. The Citadel Men player rolls a 5, the Dark Lord player a 3. This means one of the Dark Lord's orc tokens is removed. However, since another orc token was involved, the two remaining pieces must have a second Combat Die Roll. The second time, the Dark Lord player rolls a 4, the Citadel Men player a 2. The Citadel Men player loses his piece, (and since in a regular game he only has one piece, he loses the game).

After each piece on the combat space has been involved in that combat sequence at least once, the survivors wait until one of the player's next turn to decide whether to retreat or have another round of combat (provided that both players still have survivors on the combat space).

Though the Combat Die Roll is relatively simple, there can be modifications to it that greatly enhance a player's chance of victory. They are:

Citadel Men or Riders of the Mark players add 1 to the

**\*EXACT ROLL:** Exact die rolls are used in the following cases: (1) the Ringbearer approaching the Crack of Fire to destroy the Ring; (2) the Dark Lord's servants approaching the Dark Tower to bring him the Ring or Ringbearer; (3) the White Wizard's servants approaching the White Tower to bring him the Ring or Ringbearer; (4) Gandalf and the Ringbearer, together with the "Entmen," approaching the White Tower to destroy it; (5) any enemy of a player approaches that player's stronghold (the White Tower, the Dark Tower, the Great Citadel, or the City of the Mark).

Reaching one of these destinations by "exact roll" simply means you must roll the exact number of spaces between your playing piece and the destination. For example, the Ringbearer is 3 spaces away from the Crack of Fire (which he is trying to reach by exact roll) and he rolls a 5. 5 is too high of a number, so he does not move at all, but waits to try again on his next turn. (He must roll a number smaller than or equal to 3 in order to move closer.)

result of the roll if the Gandalf or Ranger pieces are with them. The Dark Lord's orc tokens add 1 to their die roll if a Black Rider is with them. In any case, the die roll can never be increased by more than 1 regardless of the number of special tokens accompanying an "army", or advantages that army has (i.e. see the Great Bridge and the Fortress).

Citadel Men add 1 to their Combat Die Roll if they are "defending" in the Great Citadel.

Riders of the Mark add 1 to their Combat Die Roll if they are "defending" their city.

The White Wizard's orcs add 1 to their Combat Die Roll if they are "defending" in the White Tower. The same is true for the Dark Lord's orcs if they are "defending" the Dark Tower.

### Removal of Pieces

Once a player's fortress has been entered and his defending tokens defeated, he has lost, regardless of how many pieces he has left on the board, and all remaining tokens should be removed. (Obviously this applies only to those players who are capable of engaging in combat.)

### Recovering the Ring

Gandalf or the Ranger may recover the Ring from orcs and/or Black Riders (and visa versa) by landing on their space by exact number\* and rolling the die. If a 1 is rolled, the Ring is recovered and the orcs and/or Black Riders lose their next two turns. Likewise, Black Riders or orcs may follow the same procedure to recover the Ring from Gandalf or the Ranger. In neither case does anyone become eliminated or lose turns; the Ring is merely handed over to the attacking player if he is able to roll a 1.

### Gift from Elves

Each member of the Company (Gandalf, the Ringbearer, and the Ranger) may, like other players, pass through the Elf Woods safety area as often as desired during the game. Unlike the other players, however, on their first visit each member of the Company receives a gift from the Elves in the form of an extra movement turn that may be used at any time later in the game. While this only applies to a player's first visit, each member of the Company is entitled to receive his own extra turn, and each may use this extra turn separately or while with another of the Company who has not yet used his extra turn. Example #1: Gandalf and the Ringbearer have each passed through the Elf Woods (either separately or together), and have thus received the gift of the extra movement turn. They decide to use the extra turn together, and so both move together on the same die roll. Example #2: Same situation except that Gandalf has already used his extra turn. The Ringbearer may use his extra roll and move ahead, but Gandalf must remain behind, thus separating the two.

A different form of "exact roll" is in effect when (1) Black Riders are attempting to land on the Ringbearer, Gandalf, or the Ranger (in the latter two cases only if Gandalf or the Ranger has the Ring, or if the Advanced Rules are in effect); (2) Gandalf or the Ranger seek to land on Black Riders or orcs to recover the Ring or Ringbearer, or just to eliminate Black Riders through combat (as outlined in the Advanced Rules). In any of these cases, if the player attempting to "land on" another player rolls a number greater than the distance to the other player, he must pass over the other player, thus not coming in contact with him. For instance, if a Black Rider is 3 spaces away from the Ringbearer, and the Dark Lord player rolls a 5 on his turn, the Black Rider must pass over the Ringbearer and land 2 spaces beyond him on the opposite side. (He may then turn around on his next turn and try again from the other direction.) Likewise, the Ringbearer may then try to roll a number greater than the distance to the Black Rider with the hope of passing him



untouched.

**\*\*JOINING PROCEDURE:** Any player may join other players by rolling with the die a number greater than or equal to the number of spaces away the other player is. (Example: Gandalf wishes to join with the Ringbearer, who is 3 spaces away. Gandalf rolls a 5, but is still able to stop on the same space with the Ringbearer.) Once joined, the player joining may forfeit his own turns while the two (or more) players are together, and move with the other player on the other player's turn.

The only exceptions to this procedure are (1) Black Riders must join the Ringbearer (for the purpose of eliminating him and getting the Ring) by **exact roll**. (The same is true for Black Riders joining orcs **when the orcs have the Ringbearer as a captive**); (2) the Ranger and Gandalf may join orcs or Black Riders **only** when the latter have the Ring or Ringbearer, and even then may not move with these enemies on the enemies' turn (even if they were with the Ringbearer at the time of capture). Likewise, Black Riders and orcs may only join Gandalf and the

Ranger under the same conditions (if the Ranger and/or Gandalf have the Ring or Ringbearer with them), and the same goes for Riders of the Mark and Citadel Men joining Black Riders, and visa versa.

\*\*\*Procedures for **combat** between pieces, **movement** of pieces, and encounters with **road hazards** and **safety areas** are discussed after the section of character descriptions.

\*\*\*\*The "Entmen" are not played by an actual player; they are imaginary residents of the Ent Woods not represented by a playing piece, and they are in league with the Free Peoples. They become "activated" if and when Gandalf and the Ringbearer pass through the Ent Woods together on their way to the White Tower (see next-to-last paragraph under "Gandalf the Grey"). They also become "activated" in a different way when orcs enter their forest (see next-to-last paragraph under "The White Wizard").

### CHART B: Starting the Game

Each player consults "Starting Chart" below, then places his playing pieces on the board in the indicated spaces.

Player	No. of Pieces	Color <sup>2</sup>	Starting Point
Ringbearer	1	#1	The Shire
Gandalf	1	#2	The White Tower
Citadel Man 1	1	#3	The Great Citadel
Dark Lord	(Orc armies) <sup>1</sup>	#4	Dark Tower
	(Black Riders)	#5	Shire or Dark Tower
Riders of the Mark <sup>1</sup>	1	#6	City of the Mark
The Ranger	1	#7	Bree
The White Wizard (Orc armies) <sup>1</sup>	2	#8	The White Tower

<sup>1</sup>Each unit of fighting men/orcs is represented by one token.

<sup>2</sup>See chart packed with playing pieces for actual color of tokens to be used.

Note: Do not place on the board pieces which no player controls. For example: if a game is being played by three persons, the pieces representing the White Wizard, the Ranger, and the Riders of the Mark would not be used in the game (see CHART A).

# Advanced Rules

The following advanced rules are offered for players who are familiar with the basic rules, have time to play a longer game, and want to make more strategic decisions. Even though we think the basic game is exceptionally fun to play, we're sure you'll find the advanced rules even more exciting. The advanced rules supersede the basic rules and in case of conflict, supersede them. We advise that you play the basic game at least once to get the feel of play before trying the advanced rules.

### At the Start

The Citadel Men and Riders of the Mark each receive 1 additional army token. The Dark Lord receives 2 additional

orc army tokens, and the White Wizard 1 additional orc army token.

### Movement

Black Riders, mounted on horses, can now make use of their speed by adding 1 space to their movement die roll. For example, if a 6 is rolled, Black Riders move 7 spaces. Orcs, who are slower, now move 1 space less than their die roll. For example, on that same roll of 6, orcs would move 5 spaces.

Riders of the Mark, also mounted, now add 1 movement space to their die roll as well. However, if the Riders of the Mark are moving with a slower player (i.e., the Citadel

Men), they move at the slower speed.

### **Combat: the Casualty Roll**

Combat is resolved as in the basic game with a major difference:

The loser of a battle does not always remove his tokens from play. Instead, he rolls the die again for a "casualty" count. If a 1 is the result of the second roll, then the losing token(s) are eliminated. If any other number than 1 is rolled, then the losing player's tokens are not eliminated, but must move back to their **starting point** (their home fortress, etc.) by the shortest possible route on their next turn before once again making free-will decisions. They may do nothing else until they reach their starting point, except **defend** themselves in combat, even should they cross paths with another player and wish to attack him—in such case, they would be disregarded.

If the losing side is already in its starting point when it loses in combat, then its tokens are automatically considered eliminated and removed from play.

### **The Ringbearer**

The Ringbearer may use the power of the Ring once during the game to escape capture from orcs or Black Riders. To do so, he merely declares such use at the moment he is captured or about to be eliminated. That means he has not been captured, may move freely on his next turn, and the tokens that sought to capture him (all those within three spaces in any direction) lose their next 2 turns.

However, use of the Ring entails some risk. If the Ringbearer uses the Ring during the game, and he later moves to within 1 space of the Crack of Fire (that is, the jagged space on either side of the Crack of Fire; the space which he would normally need only to land on in order to win), he is not yet considered to have thrown in the Ring, and must roll a 1 on his next turn in order to accomplish this. (He has but one turn to do so.) If he fails to roll a 1 on his next turn, he is "caught by the power of the Dark Lord," and must head toward the Dark Tower on his subsequent turns until he rolls a 1 to escape. Should he reach the Dark Tower before he is able to break away, the Dark Lord wins.

If the Ringbearer is eliminated by a road hazard after having used the Ring, any new Ringbearer (Gandalf or the Ranger) would not have to fulfill the above obligations unless he himself used the Ring after gaining possession of it.

### **Black Riders v.s. Gandalf/the Ranger**

Black Riders may seek to eliminate the Ranger or Gandalf (and visa versa). Should either of these adversaries meet each other, they have combat. This combat is handled in the same manner as combat between orcs and Riders of the Mark and Citadel Men.

If the Black Riders lose, they are considered destroyed and removed from play. If Gandalf loses, he is not yet eliminated, but must roll the die again to determine how many turns later he may reappear in the game—in the Ent Woods. If the Ranger loses, he is eliminated unless he has already paid a visit to Rivendell to get his "sword." If he has his sword with him, then his casualties are considered lighter, and he may return to Rivendell by the shortest route possible and, after reaching it, begin moving again normally.

If either Gandalf or the Ranger has the Ring when he loses a combat roll, he must roll the die an additional time to determine what happens to the Ring. If any number higher than 2 is rolled, he may take the Ring with him (either back to the Ent Woods or Rivendell, respectively). If a 1 or 2 is rolled, he loses the Ring to his victor and must head back (or reappear) without it. In the case of the Ranger, the Black Riders may follow him back to the outer limits of Rivendell and attempt to do combat again in order to win the Ring. Of course, each time the Black Rider takes the chance of losing and being eliminated,

while the Ranger risks nothing since he is already headed back to Rivendell.

### **Gandalf**

Gandalf may use a miracle once during the game against the Black Riders. This miracle is automatic but must be declared by Gandalf **before combat**. The miracle would then replace combat (Gandalf always has the choice regardless of whether it is the Dark Lord's turn or his). The miracle merely moves the Black Riders in any direction Gandalf wishes for 2 turns.

### **Citadel Men**

If the Citadel is captured by the White Wizard or the Dark Lord while neither Citadel token is there to defend it, this player does not automatically lose the game, but loses one of his tokens (his choice which). Then, each turn afterwards he must roll the die before moving to determine if he loses his other token and is eliminated (assuming he has a token left). A roll of 1 means his remaining token "deserts" and is eliminated, thus leaving him a loser.

### **Riders of the Mark**

The same condition as above applies to the Riders of the Mark if they lose **both** the City of the Mark **and** the Fortress to the White Wizard or the Dark Lord.

### **The Land of Shadow**

Because of the necessity of the Citadel Men and Riders of the Mark to travel "cautiously" through the Land of Shadow, they must move at a minus 1 from their normal movement die roll. That is, on a role of 6 they would only move 5 spaces, etc., and on a role of 1 they would not move at all. (The horse-mounted Riders of the Mark, of course, would then add 1 space to the reduced number because of their horses' added speed.) However, if accompanied on the same space by either Gandalf or the Ranger, the need for caution is reduced, and the entire group may move through the Land of Shadow at normal movement rates.

The first orange space at each entrance of the Land of Snadow's mountain range marks the borders of the Land of Shadow.

### **Ent Woods**

Should the Ringbearer and Gandalf arrive here together, they must roll a die and check the result. The result is the number of turns they now must wait while the Entmen decide when to move on the White Tower. Assume a 3 is rolled; on the fourth turn, the Entmen "move" with Gandalf and the Ringbearer, with the Ringbearer rolling the die on his turn for movement. The turn they arrive at the White Tower (by exact number), they roll the die. So does the White Wizard. If the Entmen roll higher, the White Tower is destroyed and the White Wizard is out of the game. If the White Wizard rolls higher, nothing occurs and the Entmen may attack again once each turn after that.

### **The Great Bridge**

If the Citadel Men can reach the Great Bridge before an opposing army does, they are considered to be "holding the bridge," and receive a +1 in any combat occurring on the bridge (they have an advantage of 1 point if they are attacked while on the bridge).

### **The Fortress**

In the same manner as with the Great Bridge, the Riders of the Mark receive a +1 advantage in any combat occurring at the Fortress if they have managed to reach it before being attacked there.

Neither the Great Bridge nor the Fortress have to be reached by exact number in order for an army to stay on it; as long as a number greater than or equal to the distance is rolled, the army may remain positioned on it.

The following chart will offer a quick, basic reference during games, showing what procedure should occur when two enemies encounter each other. (For more involved descriptions look elsewhere in rules.) Simply locate the names of the opposing pieces which have just met on the same space—one in the horizontal column on the chart and one in the vertical column—and see where the two columns meet for procedure instructions.

**CHART C: What-Happens-When-Who-Meets-Who?**

**BR = Applies only to game played with Basic Rules.**  
**AR = Applies only to game played with Advanced Rules.**

		THE DARK LORD'S BLACK RIDERS	THE DARK LORD'S ORCS	THE WHITE WIZARD'S ORCS
<b>THE RINGBEARER</b>		Ringbearer is eliminated and Black Riders take Ring.	Ringbearer becomes orc's captive and must move with orcs on Dark Lord's turn until he (Ringbearer) rolls a 1 on die on his turn.	Ringbearer becomes orc's captive and must move with orcs on White Wizard's turn until he (Ringbearer) rolls a 1 on die on his turn.
<b>GANDALF</b>		BR: Nothing, unless one of them has the Ring, in which case they roll die to see who gets it. AR: They have combat, and, if applicable, roll die to see who gets Ring.	Nothing happens unless one of them has the Ring, in which case they roll the die to see who gets it.	Nothing happens unless one of them has the Ring, in which case they roll the die to see who gets it.
<b>THE RANGER</b>	(with-out sword)	BR: Ranger is eliminated and Black Riders may not move for two turns. AR: They must have combat, and if applicable, roll die to see who gets Ring.	Nothing happens unless one of them has the Ring, in which case they roll the die to see who gets it.	Nothing happens unless one of them has the Ring, in which case they roll the die to see who gets it.
	(with sword)	BR: Neither can harm the other, but the Ranger can hold Black Riders from passing him. (If the Ranger has the Ring, they roll the die to see who gets it. AR: They must have combat, and if applicable, roll die to see who gets Ring.	Nothing happens unless one of them has the Ring, in which case they roll the die to see who gets it.	Nothing happens unless one of them has the Ring, in which case they roll the die to see who gets it.
<b>THE CITADEL MEN</b>		Nothing happens.	They must have combat.	They must have combat.
<b>RIDERS OF THE MARK</b>		Nothing happens.	They must have combat.	They must have combat.
<b>THE WHITE WIZARD'S ORCS</b>		Nothing happens unless one or the other has the Ring or Ringbearer, in which case they roll the die to see who gets to take it/him with them.	Nothing happens unless one or the other has the Ring or Ringbearer, in which case they roll the die to see who gets to take it/him with them.	

In the case of team-ups (when two or more characters are moving together on the same space when they encounter an enemy), deviations from the above chart are as follows: (1) Gandalf may prevent Black Riders or orcs of either team from attacking the Ringbearer (if Gandalf is with the Ringbearer) by temporarily sacrificing himself; (2) the Ranger may prevent orcs of either team from attacking the Ringbearer (if the Ranger is with the

Ringbearer) by temporarily sacrificing himself; (3) the Citadel Men or Riders of the Mark may prevent orcs of either team from attacking the Ringbearer by engaging in combat with the attacking orcs; (4) Gandalf adds +1 to the Combat Die Roll of Riders of the Mark or Citadel Men if with them during combat; (5) Black Riders add +1 to the Combat Die Roll of the Dark Lord's orcs if with them during combat.