WAR OF THE RING
Gandalf version

This free program has been written to allow online play of the War of the ring game with it's variants and expansions. Ownership of the relevant board game(s) is required to play. The rules of the game are not implemented by the program. If you are familiar with previous versions of the program see the latest changes at the bottom. This file can be read from the game under the help menu.

System requirements

You should have Java version 1.0.6 (confusingly it is called version 6) or better. This is available for a wide variety of machines and is found at:

http://www.oracle.com/technetwork/java/javase/downloads/index.html

The JRE (Java Runtime Environment) is all that is required.

Starting a game

If you are playing against another opponent the first thing to do is decide who is hosting. One person has to host and the other connects to him. The host must know their IP address and send it, before the games is played, to their opponent. The IP address can be obtained using the option under the multiplayer menu. You will get 2 or 3 versions of the IP address (the six number separated by dots) depending on how you are going to connect.

Also the port number used should be agreed, but it will default to the same value for each player if the preferences file has not been changed. The host must also be able to use the port agreed, which most systems will need to have configured using port-forwarding.

Another option is to use a program called Hamachi, that allows a virtual network to be set- up between the machines as is in popular use by many WOTR players. This can be found at:

http://hamachi.en.softonic.com/download

Machine-to-machine connections can be difficult to set-up, but only have to be done once and there are plenty of people in the WOTR community who will be glad to help.

The program defaults to a War of the Ring game, if you wish to play other versions or a Battles game then go to the file menu and use the new option and select which game you require.

When the players are ready, the host starts to listen for the other player using the mutiplayer, host menu option. The other player then connects using the multiplayer, connect to host menu option. A confirmation message will appear for both players stating which version of the program they are using and if they are currently viewing cards.
Players should then change their names using multiplayer, change nick menu option, to two different names.

If the players are continuing a previous game, one player should load the game saved from before using the file, load game menu option. The other player should then synchronize using the multiplayer, synchronize to opponent menu option. This will send all the moves from one machine to the other and will take some time for a longer game.

Now both players are in the same state and should switch on viewing cards for the side they are playing. Using the Free Peoples OR Shadow view hand menu option. This will prompt for a password for secrecy, if it is a continuation game then it has to be the same password as used before and the last password used will be defaulted. DO NOT FORGET YOUR PASSWORD, as you will not be able to play the game again without it. It is recommended to immediately save the game at this point (file, save game menu option) using the password in the file name as a record of it. Passwords are case-sensitive and can contain blanks. Note that you cannot flip a recruitment token (battles games) unless players are viewing cards.

For playing solo or testing the program simply view each side's cards.

The game can now start. See examples of play below for details of how various actions are done.

Board Areas

War of the Ring

1. These are the decks for the players. They show how many cards are left but do not need to be clicked on, as drawing cards is a menu option. However, in a WOME version there are more decks and for the free player a top and bottom that should be clicked on when rearranging the deck due to a faction event card.

2. These areas that are used for play-to-the-table cards.

3. This is where dice and cards that are in current use are shown.

4. The area in which you view your cards after clicking the appropriate tab above it. Note in WOME games there are extra tabs F+/S+ to allow cards to be drawn separately from the main hand. This is for specific faction event cards so that both players can tell what is happening. Once the cards are decided upon they should be clicked into the appropriate areas i.e. main hand/back to draw deck(possibly at top or bottom)/to discards.

5. The remaining dice to be use in the turn. Double-click one to place it onto the table.

6. The summary box of whatever area has been clicked on. This allows selection/de- selection of units etc.

7. The games actions are shown here and also any chat between the players.

8. The hunt box with the eyes added automatically when rolled or allocated.

9. The guide can be changed and the fellowship characters can be moved from here.

10. The counters can be moved and flipped here to show the political status of the nations.

11. The corruption marker and fellowship maker. They can be moved and flipped here and also the fellowship marker will be moved on here if the menu option "Move Fellowship" is used.

12. This is where the Elven rings can be moved from/to and where they transfer between (or get removed) using the "Use Elven Ring" menu option.

13. Victory points are manually moved on this track.

14. A Fellowship reminder figure is shown here if there were some recovered free dice at the end of a turn as a reminder for the Shadow's eye placement.

Basic movement/Information

Commands

The program has been designed to emulate playing the board game closely, so almost all actions are performed by moving pieces from one place to another. Note that areas will often contain more pieces then those that are visible on the board. On the main board to clarify what is present in a region there is a summary under the pieces of the form x/y/z where x is the number of regular units, y is the number of elite units and z is the LEADERSHIP value by default (not the number of leaders). In WOME games there is also a count of the free and shadow faction units if present. Also when you have left-click on an area it is shown in the summary box on the right. This will show all the pieces in the area and allows you to select which ones you wish to move. By default most movable pieces are selected (surrounded by a box). Simply right-clicking a piece will toggle it's selection status or left-clicking will select a single piece. To move these pieces right-click in a new area. If you wish to remove them, press delete, this will remove them to casualties or put them back for later re-use depending on the type of piece. The summary box will also show in the battles games when selecting a region, the terrain type and a terrain superiority value for any surrounding regions which contain enemy units (battle games).

So to move units:

Left-click the area moving from.

Select the units required in the summary box,

Then right-click in the area to move to,

For event cards/action dice:

As the area to move to is known, double-clicking the piece will play it to the board. Note that when using combat cards there are menu options instead, so that simultaneously playing can be done.

Double-clicking can also move units in and out of strongholds and add a control marker to an empty region.
In the Battle of Five Armies using the middle mouse wheel button will draw a range circle(for the archery or magic blast), centered on the mouse pointer.

menu descriptions – note many options have short-cut keys available

File menu

- New Game – Start/ restart a War of the ring (various variants) or The Battle of Five Armies game.

- Load Game – retrieve a previously saved game.

- Save Game – Save the current game state to a named log file. [Note: the game also saves after every action to a log. This can be found in the logs/auto sub-directory and will have a name based on the date]

- Quit – Leave the game without saving

Multiplayer menu

- Get My IP Address – displays the IP addresses of the computer.

- Host Game – Will wait for another player to connect to you.

- Connect to Host – Connect to another player, who is currently hosting and you know the IP address of.

- Disconnect – Will stop the current connection.

- Change Nick – changes your display name.

- Synchronize to Opponent – Will make your game exactly the same as the other player, by replaying all the moves.

Game menu

- Discard/kill – Removes the current unit from play and places it back to its correct area. Some pieces will be able to be used again for instance.

- Downgrade/Upgrade – War of the Ring only. Will downgrade a unit (change an elite into a regular) if possible, otherwise will kill it. If a regular is selected will upgrade to an elite if possible.

- Roll action dice – You must have the all the dice you wish to roll selected first.

- Flip – Will switch the state of certain units. Strider to Aragorn, Gandalf the Grey to Gandalf the White, the Mouth of Sauron (to show he has used his ability for a turn), the fellowship progress counter on the fellowship track (War of the Ring), political tokens (War of the Ring), recruitment counters (battles games), and damage tokens (battles games).

- Use Elven Ring (War of the Ring) – Will move one remaining ring to the dark rings area if the free player uses it. One ring be removed to casualties if the Shadow player uses it.

- Use Elven Ring (Lords of Middle-Earth) – Will move a specific ring to the dark rings area if the free player uses it. One specified ring be removed to casualties if the Shadow player uses it.

- Choose Combat Card (War of the Ring) – allows players to play cards simultaneously, they use this option first then the play combat card option. Note however, if both players select cards then they will be played automatically.

- Choose Card/Tactic (battles games) – Same option as above but will also work on tactic cards.

- Play Chosen Card(s) (War of the Ring) – After choosing a card this option will play the card, used when only one player is using a card.

- Play Chosen Card(s)/Tactics (battles games) – As above and also works for tactic cards.

- Decrease Protection Value (battles games) – Select a stronghold area and use this to alter the protection value.

- Increase Protection Value (battles games) – Select a stronghold area and use this to alter the protection value.

- End Combat Round – will clear up the board of cards etc. rather then having to do it manually.

- End Turn – clears the board of cards and dice rather then having to do it manually.

- Undo – Will reverse the last move where the board position was changed.

- Redo – Will reverse an undo.

- Free peoples menu

- View FP Hand – After entering a password will show the fronts of the cards in the FP card area.

- Draw Faction Card (WOME only) – Adds 1 faction card to the FP card area.

- Draw Faction Card > Hand 2 (WOME only) – Adds 1 faction cardt o F+ card area. Used for certain faction event cards.

- Draw Character Card (War of the Ring) – Adds 1 character card to the FP card area.

- Draw Story Event Card (battles games) – Add 1 story event card to the FP card area.

- Draw Strategy Card (War of the Ring) – Adds 1 strategy card to the FP card area.

- Draw Generic Event Card (battles games) – Adds 1 generic event card to the FP card area.

- Change dice result – change a single action die result to a new value.

- Recover Dice – Use this at the end of a turn to gather all the action dice back to the dice area, rather then having to do this manually. When both players have done this, the program will advance the game turn.

- Recover Tactics (battles games) – Use this to recover all tactics used during combat.

- Move Fellowship (War of the Ring) – Move the fellowship token one place on the track and adds the dice used to the hunt pool.

- Random Companion (War of the Ring) – Selects a random companion and places it on the board in the current action area.

- Discard For WWSAT (War of the Ring) – Removes a random character card for the effects of Worn With Sorrow And Toil.

- Move Fate Marker (battles) – moves the fate marker once on the track.

- Draw Fate Tile (battles) – Moves 1 random tile from the Fate Pool to the current action area.

Shadow menu

- View SA Hand – After entering a password will show the fronts of the cards in the SA card area.

- Draw Character Card (War of the Ring) – Adds 1 character card to the SA card area.

- Draw Story Event Card (battles games) – Add 1 story event card to the SA card area.

- Draw Strategy Card (War of the Ring) – Adds 1 strategy card to the SA card area.

- Change dice result – change a single action die result to a new value.

- Draw Generic Event Card (battles games) – Adds 1 generic event card to the SA card area.

- Recover Dice – Use this at the end of a turn to get all the action dice back to the dice area, rather then having to do this manually. When both players have done this, the program will advance the game turn.

- Recover Tactics (battles games) – Use this to recover all tactics used during combat.

- Draw Hunt Tile (War of the Ring) - Moves 1 random tile from the Hunt Pool to the current action area.

- Allocate Eye (War of the Ring) – One action dice is placed in the hunt poo

Maneuver Dice (battles)/Combat Dice menu

This will roll the indicated number of dice. The maneuver dice behave exactly the same, they simply provide a different description in the chat window to differentiate between the sets of dice.

Replay menu

Note that a new turn automatically inserts a breakpoint in a log file.

- Load Replay File – Load a saved game for replaying.

- Play/Pause – Toggles the playing of the file at the current speed.

- Faster – Increases playback speed.

- Slower – Decreases playback speed.

- Next Breakpoint – Plays through to anywhere that "<replay>" has been added to the saved file.

- Insert Breakpoint – You can add a note that will become a breakpoint for a replay.

- Step – Play a single step

Observers menu

- Host Observer - Will wait for another observer to connect to you.

- Observer Game - Connect to another player, who is currently hosting for an observer and you know the IP address of. This should be done before any player has starting viewing their cards.

- Disconnect Observers - Will stop the current connection for all observers.

- Enable/Disable Observer Actions – Toggles the ability of observers to affect the game.

View menu

- Set Zoom Level – The main board can be resized to help fit different screen sizes and to zoom in to get better detail. Use values between 80-200%. Note zooming can also be done with the mouse wheel (see special actions later).

- View Statistics – This shows the dice rolls, see how well fortune has helped or hindered you.

Help Menu

- About – Shows the splash screen

- View Readme – Shows this file.

- Sound On – Activate sound

- Sound Off – Deactivate sound

- Connection alert on – This will create an audible alert once another player has connected to you

- Connection alert off – Will no longer create the alert

Special actions

Zooming

As well as the zoom menu, the zoom can be done using the wheel of the mouse when over the main board area. By default this will change between the zoom values defined in the preferences file, in either direction depending on the direction scrolled.

Special hunt tiles (War of the ring)

These are found in the hunt removed section. Select the one you wish to add and right-click place it into the hunt used section. These can then be added to the hunt pool if the fellowship moves to Mordor (see below).

Special fate tiles (battles games)

These are found in the fate removed section. Select the one you wish to add and right-click place it into the fate pool section.

Mordor (War of the ring)

When declaring for Mordor, create the new hunt pool by selecting the tiles you need (eyes and specials) from the hunt used section and right-click move them to the hunt pool.

If you use the fellowship movement option in Mordor, you may have to manually move the marker back a place when a special tiles are drawn.

Last generic card (battles games)

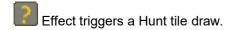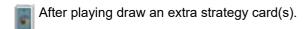If the last generic card is drawn from the deck, all the previously played ones are retrieved and placed back to create a new deck.

Sméagol

Sméagol is added from the free players force pool and should be placed in the fellowship box in the guide position.
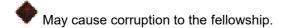
Key for small card icons

 Will be considered an attack for political purposes.

 Effect triggers a Hunt tile draw.

 After playing draw an extra strategy card(s).

 Removes a shadow event card.

 The nations political position will change.

 May cause corruption to the fellowship.

 May affect a tile draw when Gollum is the guide.
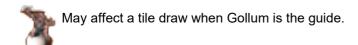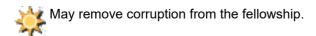
 May remove corruption from the fellowship.

Latest changes

Battle of five armies added.
Cards updated for War of the Ring from the Anniversary Edition.
Delete key will now work in the chat area, but make sure you have nothing selected!
New option in preferences file to alter the fontsize for the unit summary text on the board area/

Examples of play

A full game report is also available in the example folder showing how a game is played with additional commentary from the players regarding strategy.

Start of a turn

Note that all the shortcut keys are used in this example, but each one is also a menu option. For example, the first step for the free player to draw a character card is the Draw Character Card option on the Free Peoples menu.

War of the ring

free player (FP) draws a character card (F7)

FP draws a strategy card (F8)

Shadow player (SP) draws a character card (F11)

SP draws a strategy card (F12)

FP/SP may discard any extra cards by selecting them and removing them (delete)

FP may declare fellowship by moving the piece on the board and moving the progress counter back to 0

FP may change the guide by moving the current guide from the right to the left of the fellowship box and the new guide from the left to the right of the box

SP may allocate eyes (ctrl-E) once for each dice required SP/FP

select the action dice from the right and roll them (ctrl-R)

Battles games

Free player (FP) draws a story card (F7)

FP draws a generic card (F8)

Shadow player (SP) draws a story card (F11)

SP draws a generic card (F12)

FP/SP may discard any extra cards by selecting them and removing them (delete)

FP activates his generals (by flipping them).

FP draws a fate tile(s) (ctrl-D), them moves the fate marker (ctrl-M) as many times as required

If a tile with the special symbol is drawn, the FP draws a fate card

SP/FP select the action dice from the right and roll them (ctrl-R)

Combat

War of the ring

To retreat to a siege select the armies (left-click) then move them (right-click) to the appropriate stronghold box. Also siege engines can be placed and removed from the strongholds as required

Attacker announces and then may select a card (F1)

Defender may select a card (F1)

If both players selected cards then these are automatically played, otherwise play the card (F2)

Roll dice (ctrl-#) where # is the number of dice required for combat rolls, leader re-rolls and card effects for each player

Remove casualties by selecting the units in the area and removing them (delete) or downgrade them (insert)

End the round (ctrl-esc)

Battles games

Check for terrain superiority by selecting the attackers area and checking the numbers in the summary box for the are being attacked. The player with the best result (if any) draws a generic card

Attacker selects a card (F1)

Defender selects a card (F1)

Roll dice (ctrl-F# or ctrl-#) where # is the number of dice required for maneuver, combat rolls, leader re-rolls and card effects for each player

Apply any unit special abilities by moving leadership tokens etc.

Apply damage by adding damage tokens from the force pool and/or applying casualties by selecting the units in the area and removing them (delete)

End the round (ctrl-esc)

Hunting – War of the ring

Roll the dice required (ctrl-#) where # is the number of hunt dice

If successful draw a hunt tile (ctrl-H), you may then:

> Remove the guide, by clicking on him and removing him (delete), then move a new guide from the left to the right of the fellowship box

> Remove a random companion. Select one randomly (ctrl-D), then kill him (delete) when he has been shown on the board

> Add corruption by moving the corruption marker on the fellowship track

> Reveal the fellowship, by flipping (ctrl-F) the corruption marker and moving it to position 0 on the fellowship track, then move the fellowship figure on the board

Adding a new character/minion

Add them to the board from the force pool (or casualties for a "dead" Gandalf the Grey) to their start position on the board

For the battles games, you may add the character token as well from the fate track

If the character/minion adds an action dice then remove a dice from the force pool (delete) and the end of turn action will retrieve it for the next turn

Political track – War of the ring

To activate a nation flip it's token (ctrl-F)

to move it to/towards war move the token (left-click) to the next box (right-click), but makes sure you have selected the one(s) you wish from the summary box

End of a turn

Free player retrieves (ctrl-9) action dice

Shadow player retrieves (ctrl-0) action dice

This will tidy up the board and place the allocated dice and any new ones back to the pool area. For the battles games the action tokens, commander-in-chief and the leadership tokens will also be tidied up

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Additional programming – Peter Majek

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All the War of the ring community at www.boardgamegeek.com and also at www.warofthering.eu for feedback and suggestions and keeping the game alive. Here's looking forward to many more games and tournaments for years to come.

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