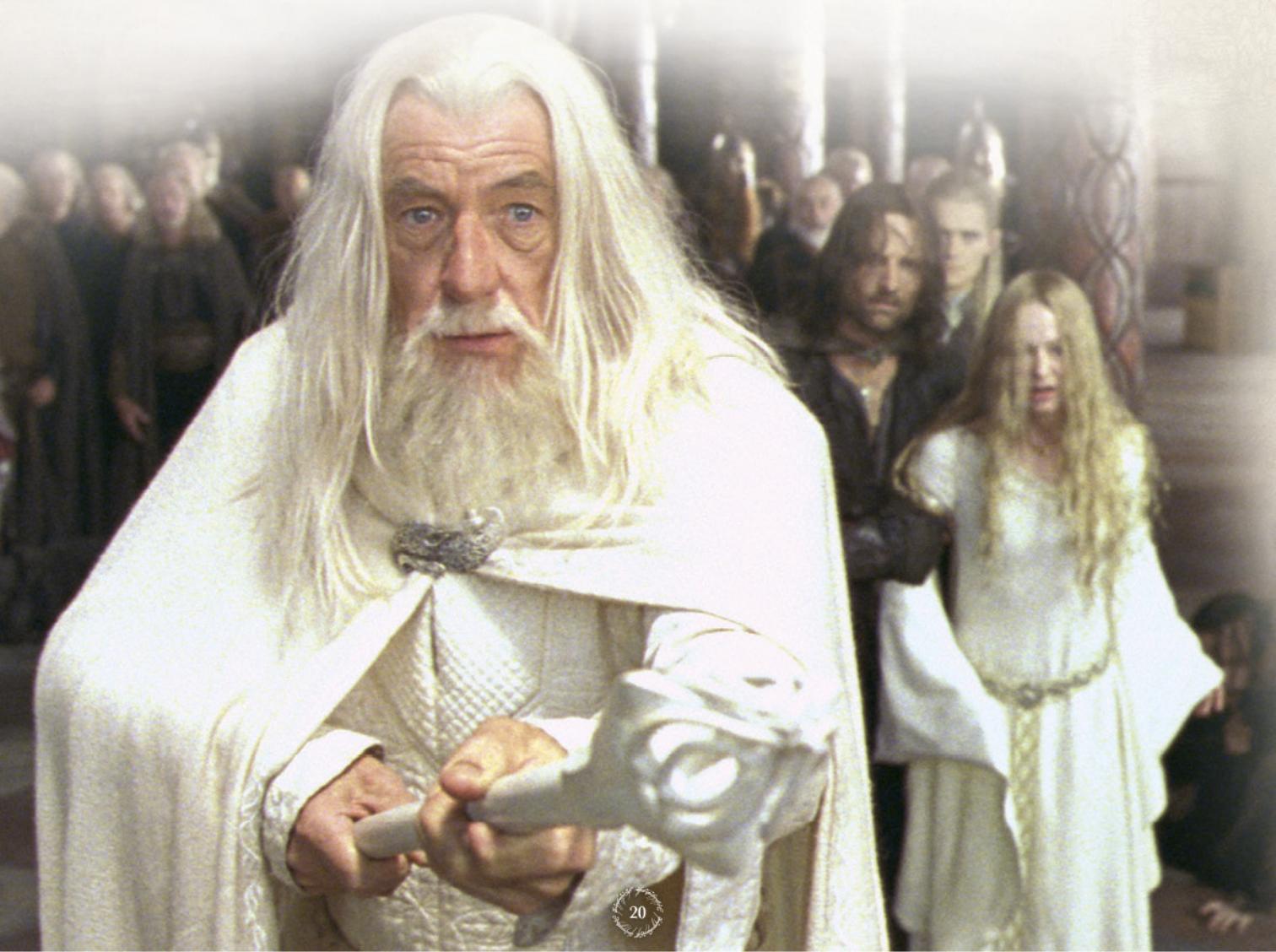


# THE WHITE WIZARD

Rohan is weak and ready to fall; Théoden's mind has been enslaved by Saruman, turning the king into but a puppet in his quest to conquer Rohan. Under the influence of Saruman, and his lackey Gríma Wormtongue, Théoden has banished Éomer and many of those loyal to him as he is driven further into madness and falls deeper under the control of Isengard.

Yet Théoden is not lost, and there are still some that seek to relinquish his mind from Saruman's grasp. Having revealed himself as the White Wizard to Aragorn, Legolas and Gimli, Gandalf now rides with his companions to Edoras with the intent of freeing the king from Saruman's hold. Entering the Golden Hall of Meduseld under the guise of the Grey Wizard, Gandalf confronts Saruman and commands him to release Théoden from the spell; an act that is met with naught but disdain from Saruman.

Throwing aside his grey cloak, Gandalf finally reveals himself to be the White Wizard, or Saruman as he should have been. Now the two Istari are locked in a duel of wits and magics over the mind of the king of Rohan. Should Gandalf emerge victorious then Théoden shall be set free and Rohan restored. However, if Saruman retains power over the king then Rohan will surely fall to the might of Isengard.





### SET-UP

For this mini-game you will require a deck of ordinary playing cards, Gandalf the White, Théoden, King of Rohan, and Saruman. Separate the cards into the four suits and then give the Diamonds to the Good player and the Spades to the Evil player. Next lay out the Hearts from Ace to Nine as shown above. The Clubs are not used in this game.

The Good player places Gandalf on the Ace of Hearts, then the Evil player places Saruman on the Nine of Hearts. Théoden is placed on the Five of Hearts.

### OBJECTIVE

The first player to move Théoden onto the same card as their Wizard is the winner.

### GAME TURN

At the beginning of each turn, players engage in a duel of wits. Both players simultaneously play one card from their hand face-down. Both players then reveal their cards and compare the types of card they have played. Each card will be one of three types of power: Offensive, Defensive, or Manipulation. Each of these types will beat one other type of power and lose to the other. Offensive powers beat Manipulation powers, Defensive Powers beat Offensive powers, and Manipulation powers beat Defensive powers.

After the cards have been revealed, compare the cards to find a winner. In the case of a draw, both cards are discarded and players start the turn again.

Whichever player wins the duel of wits may move Théoden one card closer to their Wizard and then implement the effects of their card. A list of card effects is given on the right.

Both players then discard their cards, the turn then ends and the next turn begins. If at any point a player has no cards remaining, they pick up all the cards in their discard pile and start again.

### EXTRA RULES

Here are the effects and power type of each card:

- A** (**Offensive**) – No further effects.
- 2** (**Defensive**) – No further effects.
- 3** (**Manipulation**) – No further effects.
- 4** (**Offensive**) – Your opponent must show you their hand.
- 5** (**Defensive**) – Take a card of your choice from your discard pile.
- 6** (**Manipulation**) – Your opponent must swap one card in their hand for one in their discard pile.
- 7** (**Offensive**) – Your opponent must discard a card of their choice from their hand.
- 8** (**Defensive**) – In the next turn, Théoden cannot move closer to your opponent.
- 9** (**Manipulation**) – Your opponent must choose their next card at random.
- 10** (**Offensive**) – Your opponent must discard a card from their hand at random.
- J** (**Defensive**) – For the next two turns, Théoden cannot move closer to your opponent.
- Q** (**Manipulation**) – Move Théoden one additional space closer to your Wizard.
- K** (**Offensive**) – Pick a card; your opponent cannot play that card next turn.

The contents of the discard pile are common knowledge; you will need to use all of your cunning and wits in order to stay one step ahead of your opponent!

