

RIDDLE OF THE RINGTM RULES

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INTRODUCTION

Middle-earth is the setting of J.R.R. Tolkien's master works of fantasy: *The Hobbit*, *The Fellowship of the Ring*, *The Two Towers*, *The Return of the King*, and others. ***Riddle of the Ring*** is a game which recreates much of the action in his famous trilogy, *The Lord of the Rings*. Players will enjoy many of the same adventures experienced by the original characters. Players do not have to be familiar with Tolkien's works or Middle-earth in order to play and enjoy ***Riddle of the Ring***.

In the *Lord of the Rings*, the Dark Lord (Sauron of Mordor) has discovered that his long lost Ring of power has been found by something called "A Hobbit" and taken to a place called "The Shire". With *The Ring* back under his control, the evil Sauron can easily destroy the powers of good and rule Middle-earth. He sends his emissaries, the Black Riders (also known as Ringwraiths or Nazgûl), to find *The Ring* and bring it to him at his citadel, the Tower of Barad-dûr.

At about the same time, the good Wizard known as Gandalf learns of the significance of *The Ring*. Under his direction and influence, a group of noble characters join together as "The Fellowship" to help a Hobbit (called Frodo) take *The Ring* to the fires at the Cracks of Doom, where it was created. Only there, in all of Middle-earth, can it be destroyed.

Thus, the story becomes a struggle between the forces of evil which are trying to get *The Ring* to Sauron at Barad-dûr, and the forces of good which are trying to destroy *The Ring* at the Cracks of Doom. The Game, ***Riddle of the Ring***, starts at this point in the story. Each player chooses to be one of the Hobbits or one of the Black Riders. During the course of play, each player tries to obtain *The Ring* (*The Ring* card) and take it to his appropriate objective space: the Cracks of Doom or Barad-dûr.

The rules are divided into 3 parts: the Basic Game, the Advanced Game, and the Optional Rules. Everyone should play the Basic Game first, and then move on the Advanced Game when the Basic Game is mastered. The Optional Rules are provided to add more variety and detail to the Basic and Advanced Games.

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THE BASIC GAME

The Basic Game is designed for those playing ***Riddle of the Ring*** for the first time. The object is to have a good time. Don't be afraid to make a mistake; you will learn from experience.

After you read the information printed on the board and Sections B-1 and B-2, you may want to begin playing immediately. Refer to the rest of the Basic Rules as needed. There is an index at the end of the Basic Rules.

Although you can get started without reading all of the rules, at least one player in each group is encouraged to read all of the rules for the Basic Game. When reading the rules for the first time, refer to the board and the cards. Simply by reading instructions on the cards, players will quickly become familiar with most of the activities in the game.

A GENERAL DESCRIPTION OF PLAY

Riddle of the Ring can be played by 2 to 8 players. Each player attempts to obtain cards in order to compete with the other players for control of *The One True Ring*. The Hobbit players must try to take *The Ring* to the Cracks of Doom (for destruction), while the Black Rider players must try to take it to Barad-dûr (to the evil Sauron of Mordor). The first player to accomplish this feat is the winner.

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B-1 THE GAME COMPONENTS

The following components are included in *Riddle of the Ring*:

- One full-colored, mounted, puzzle-cut board (6 pieces).
- One set of Basic Rules (8 pages).
- One set of Advanced/Optional Rules (4 pages).
- Eight plastic playing pieces (markers).
- 96 playing cards.
- One six-sided die.

THE BOARD - The board represents the northwestern area of Middle-earth where most of the action in *The Lord of the Rings* takes place. The map section of the board is divided into hexagon shaped areas called "spaces". Movement on the board consists of moving from space to space. Each space is of a certain type (see Section B-6) as indicated on the Terrain Key on the board.

THE MARKERS - There are 8 plastic playing pieces called "markers", each one representing either a Hobbit or a Black Rider. These markers are used to indicate a player's location on the board.

Frodo	—	White Ring	Black Rider 1	—	Black Ring
Sam	—	Green Ring	Black Rider 2	—	Red Ring
Merry	—	Blue Ring	Black Rider 3	—	Brown Ring
Pippin	—	Yellow Ring	Black Rider 4	—	Grey Ring

THE CARDS - There are six types of cards in the game: travel cards, army cards, character cards, special cards, optional cards, and blank cards. The acquisition and use of these cards are key elements of play in *Riddle of the Ring*. A complete list of these cards follows:

TRAVEL CARDS —

5	Boats	for travel on water and rivers
5	Ropes	for travel in mountains
5	Cloaks	for travel in forests
6	Horses	for additional moves
2	Eagles	for Hobbits to fly anywhere
2	Flying Beasts	for Black Riders to fly anywhere

ARMY CARDS —

7 Good Armies 7 Evil Armies 4 Neutral Armies

CHARACTER CARDS —

Hobbits: Frodo, Sam, Merry, Pippin
Black Riders: #1(The Witch-king), #2(Khamul), #3, #4
Good Wizards: Gandalf, Galadriel
Evil Wizards: Sauron, The Balrog
Good Characters: Treebeard, Strider, Boromir, Legolas, Gimli, Butterbur
Evil Characters: Saruman, The Mouth of Sauron, Wormtongue, Grishnakh, Ugluk, Bill Ferny
Neutral Characters: Gollum, Tom Bombadil, Shelob, Bilbo

SPECIAL CARDS —

1	The Ring	needed to win the game
5	Riddles	used to pose riddles
3	Elf Rings	used to examine other players' hands
3	Palantirs	used to examine other players' hands
7	Spies	used to examine other players' hands
6	Blank Cards	spare cards

Players should use this list to help make guesses during "Riddles" and to help keep track of cards during play. Key cards are *The Ring*, *Gollum*, and the character cards of Hobbits & Black Riders.

For readability purposes, these rules use standard masculine pronouns when referring to persons of uncertain gender. In such cases these pronouns are intended to convey the meanings: he/she, her/his, etc.

B-2 STARTING THE GAME

To begin the game, each player chooses to be a particular Hobbit or Black Rider. He selects the marker which represents the Hobbit or Black Rider he wants to be:

Frodo	—	White Ring	Black Rider 1	—	Black Ring
Sam	—	Green Ring	Black Rider 2	—	Red Ring
Merry	—	Blue Ring	Black Rider 3	—	Brown Ring
Pippin	—	Yellow Ring	Black Rider 4	—	Grey Ring

There does not have to be an equal number of Hobbits and Black Riders in a game, but there cannot be more than 4 Hobbits or more than 4 Black Riders. If more than one player chooses the same Hobbit or Black Rider, each player involved rolls a die; the player with the higher roll gets his choice (re-roll ties).

Each player competes with all the other players to win.

Next, all the cards are shuffled (remove the 6 blank cards) and each player is dealt two cards to start his hand. The remaining cards are placed face-down (to the side of the board) to form a pick-up stack called the "deck". Players will pick up more cards from the deck as they play the game. Cards can be used to help a player move on the board, pick up more cards on a later turn, or to interact with the other players.

Each player rolls the die to see who has the first turn. The player whose roll was the highest has the first **turn**. If several players tie for the high roll, they re-roll until one player has the highest roll. Play proceeds in a clockwise direction; that is, the player to the left of the first player has the second turn, the player to his left has the third turn, etc. This order of turns continues until a player wins the game (see Section B-3).

As each player starts his first turn, his marker is placed on *The Shire* space (the space with the black background in the upper left corner of the board).

SUGGESTIONS ON HOW TO PLAY

To get started, players should move their markers to cities on the board so they can pick up cards. Players should try to pick up cards every turn, even if it may temporarily take them away from the direction they would prefer to go. Hobbits will be safer on Good Cities and Black Riders will be safer on Evil cities in case of battle, but any player may visit any city (and pick up cards there).

Sooner or later, one player will pick up *The Ring* card. Other players may use cards in their hands to discover who has *The Ring* and to attempt to take it from him.

As players pick up cards and build their hands, they should work their way towards The Cracks of Doom (and Barad-dûr) and use cards according to their instructions. Cards help players move on the board and gain advantages over other players. For example, a player with *Gollum* can take *The Ring* from any player. Having the character card of another player gives you an advantage over him. You can give him his card, see his entire hand, and take the card of your choice from his hand. These are just a few examples.

B-3 HOW TO WIN THE GAME

Hobbit players: For a Hobbit player to win the game, he must first end one of his turns with his marker on the Cracks of Doom space. He does not win on that turn. He wins the game if he can show *The Ring* card in his hand at any time during his *next* turn **and** his marker is on the Cracks of Doom space.

Black Rider players: For a Black Rider player to win the game, he must first end one of his turns with his marker on the Barad-dûr space. He does not win on that turn. He wins the game if he can show *The Ring* card in his hand at any time during his *next* turn **and** his marker is on the Barad-dûr space.

A player may go to his victory space (the Cracks of Doom for Hobbits, Barad-dûr for Black Riders) with or without *The Ring* card in his hand. If the player has, or can obtain, *The Ring* at any time during his next turn, he may show it while on the Cracks of Doom (for Hobbits) or Barad-dûr (for Black Riders) and thus win the game.

NOTE: *With more than 4 players in a game, we strongly suggest that you use Variations O-1, O-5, or O-6 in the Optional Rules for a shorter game.*

B-4 WHAT TO DO DURING A TURN

Each player has a **turn** in which he moves his marker, uses his cards, and gains new cards. A summary of the activities which a player must and may perform during his turn is included below and on the board in the section titled "Play During Your Turn".

- 1) You **must** roll the die to determine your base movement.
- 2) Before you move, you **may** make one (or two) of your two power plays allowed this turn (see Section B-10).
- 3) You **may** win the game by showing *The Ring* card while your marker is on The Cracks of Doom (for Hobbits) or Barad-dûr (for Black Riders), if you ended your previous turn there (see Section B-3).
- 4) You **must** move your marker, using your die roll and/or any applicable movement cards you wish to play (see Section B-5).
- 5) When you stop, you **must** perform a "Friendly Exchange" with each player whose marker is in or adjacent to the same space as your marker (see Section B-9).
- 6) After you move, you **may** make one (or two) of your two power plays allowed this turn (see Section B-10).
- 7) You **may** repeat steps 4, 5, and 6 until you have used your die roll and all applicable movement cards that you wish to play.
- 8) You **may** pick up three cards from the deck if you are in a city space (see Section B-8) **OR** you **may** use one character card from your hand to pick up cards from the deck (see Section B-8).
- 9) If you picked up any cards from the deck, you **must** discard one card (see Section B-8).
- 10) Your turn ends, and the turn of the player to your left begins.



A player is only **required** to do two things during any turn: (1) move his marker at least 1 space on the board and (2) have a Friendly Exchange when he stops on, or beside, the space occupied by another player. In a Friendly Exchange each player draws one card at random from the other's hand.

During his turn, a player has many options available. He may use any number of cards to help move his marker, and he may have 1 or 2 **Power Plays** before and/or after moving. Power Plays include the following activities:

- Using a card to see someone's hand.
- Using a *Riddle* card.
- Using a card to take a card from someone's hand.
- Having a Battle (see Section B-11).

NOTE: *The map board lists "Using the Gollum card" as one of the four power plays. This should read "Using a card to take a card from someone's hand"; this includes playing any of the following cards: Gollum, Bilbo, Shelob, any Hobbit card and any Black Rider card.*

Once a player picks up cards from the deck, his turn is over. He must immediately discard 1 card from his hand and pass the die to the next player. If a player is unable to pick up cards on a particular turn, he simply passes the die to the next player after doing everything else he chooses to do. All these things are described in more detail in the rest of this booklet.

Different players will favor different strategies and styles of play, making the game as simple or as complex as they choose. Some will seek active interactions with other players, while others will try to keep at a safe distance from the action and accumulate cards. New players are encouraged to try different strategies so they can learn which work best in each situation.



B-5 MOVING A MARKER

When a player rolls the die at the beginning of his turn, he may use the number rolled to move his marker on the board. The number rolled indicates how many spaces the player's marker **may** enter this turn (i.e., how many spaces the marker may move).

EXAMPLE: *If a 4 is rolled, then the player's marker may enter (or move) 1, 2, 3, or 4 spaces as the player desires.*

The type of space moved into may affect the rest of a player's movement. See Section B-6 and the "Key to the Board" on the Reference Sheet for instructions on how the different kinds of spaces affect movement.

The player may move his marker first, or he may choose to do some other activity before moving. For example, he may use one of his cards and then move. He does not have to move immediately after rolling the die.

A player may move his marker in any direction on the board, and must move it at least one space per turn. No player's marker may begin and end his turn on the same space, unless that space is one of the two victory spaces (the Cracks of Doom and Barad-dûr). Markers may be moved through and stopped on spaces occupied by another player's marker. Movement is generally from one space to an adjacent (touching) space.

EXAMPLE: *With a roll of 3, a player may move up to 3 spaces in any direction.*

ADDITIONAL MOVES

In addition to making moves with the die roll, a player may make additional moves by using cards such as Horses, Eagles and Flying Beasts. (Read instructions on some of these cards). As with the die roll, a player is not required to use the full movement shown on a Horse card. He may move any number of spaces up to and including the number shown.

COMBINING MOVEMENT AND OTHER ACTIVITIES

During his turn, a player may choose to stop on a particular space and do an activity. He may then move again during that same turn if he has some other means of moving.

EXAMPLE: *A player could move using his die roll, stop and do an activity, and then move again using a Horse card. Alternatively, he could use the Horse card and then the die roll.*

A player may not stop and then move again using any unused portion of his die roll, Horse card, or other card that got him there. He must use an extra means of travel to move again if he has stopped.

A player **may** stop and then move again as long as he has an unused Horse card, an unused Eagles card, an unused Flying Beasts card, or has not used his die roll.

NOTE: *No player may begin and end a move, including an additional move, on the same space. Each move must end on a different space.*

B-6 THE SPACES ON THE BOARD

The Riddle of the Ring board is made up of a variety of spaces. These types of spaces include open country, roads, forests, thickets, mountains, hills, rivers, oceans, lakes, swamps, and cities.

Players will find it easy to move on some of these spaces and difficult to move on others. For example, roads are easy to travel on, while mountains and forests are more difficult. Refer to the Board to identify these spaces.

The Key to the Board also summarizes how to move on the different kinds of spaces. For more comprehensive instruction, refer to the next two pages of this booklet.

NOTE: *The symbols indicating Gollum spaces, Clairvoyance spaces, and Secret spaces (see Key to the Board) are not used in the Basic Game. Simply ignore them and use the spaces as if the symbols were not there. After becoming familiar with the Basic Game, players may want to play the Advanced Game in which these symbols are used.*

MOVING ON THE DIFFERENT SPACES

Open Country: In the open country, players *move normally* as indicated in Section B-5.

Forests & Thickets: When a player moves into any forest or thicket space, he must stop if he does not have a Cloak card. He must stop on the first forest or thicket space he enters and may not move again until his next turn, no matter what he rolled on the die. Even if he has a Horse, Eagles or Flying Beasts card, he cannot leave that space during that turn without a Cloak. Thus without a Cloak card, a marker may only be moved one space per turn through forest and thicket spaces.

With a Cloak card, a player does not have to stop. He may use the Cloak to move in forests and thickets as if in Open Country. (See Cloak card, Section B-8)

Mountains & Hills: When a player moves into any mountain or hill space, he must stop if he does not have a Rope card. He must stop on the first mountain or hill space he enters and may not move again until his next turn, no matter what he rolled on the die. Even if he has a Horse, Eagles or Flying Beasts card, he cannot leave that space during that turn without a Rope. Thus without a Rope card, a marker may only be moved one space per turn through mountain or hill spaces.

With a Rope card, a player does not have to stop. He may use the Rope to move in Mountains and hills as in Open Country. (See Rope card, Section B-8)

Roads: For every space that a marker would normally move (see Section B-5), it may move 1 or 2 spaces along a road. To move 2 spaces when one would normally be moved, the marker must be on a road that connects both spaces to be moved into. Basically, on a road a marker may move twice as far as it normally would. *Road travel is fast.*



Treat roads through forests & thickets and mountains & hills like roads through open country. Use road travel rules given above. You do not need a Rope or Cloak. Ropes and cloaks already in play remain in play as long as the marker ends movement in the appropriate terrain or on a road through such terrain.

Rivers, Bridges, & Fords (Moving across Rivers): To move across a river, a player must use a Boat card, or he must cross at a bridge or a ford. Otherwise, he cannot cross. At a bridge or ford, he simply ignores the river and moves across, using the open country or road rules that apply.

With a Boat card, a player may cross a river at any point to an adjacent space on the other side. This counts as moving one space. If he then enters a forest or mountain space, he must follow the forest or mountain rules that apply.

Rivers (Moving on Rivers): To move on a river, a player must use a Boat card. A marker with a Boat card may move on a river by moving from **river dot to river dot**. River dots are marked on the board as small rock symbols in the rivers and they are treated as separate water spaces. Once on a river, moving from one river dot to the next counts as moving one space. A Horse card may **not** be used to move on a river. *Traveling on rivers is fast.*

To enter a river, a marker moves to a river dot from one of the three spaces which come together at that river dot. To exit a river, a marker moves from river dot to one of the three spaces which come together at that river dot. Entering or exiting a river dot counts as moving one space.

When a player is using a Boat card to move from one river dot to the next in a river through forests & thickets or mountains & hills, he does not need a Cloak or Rope card.

Cities at the Beginning of a River: Spaces which contain a city at the beginning of a river (Rivendell, Moria, Orthanc, Fangorn, Gundabad, Rilennyn, Ceber Faniun, and Lorien) are special. They are both land spaces and river dots at the same time. Players do not need a Boat card to stop on them. A player landing on such a space follows the rules for open country, roads, forests or mountains that apply.

With a Boat card, a player on such a space is both on the city and already on the river dot. He may follow the rules for moving in rivers or on land as he chooses.

Water Spaces (Ocean, Lakes, and Swamps): To move into any ocean, lake, or swamp space (water spaces), a player must have a Boat card. Without a Boat card, no player may enter any water space. Moving from a land space to an adjacent water space counts as moving one space. Moving from a water space to an adjacent land space counts as moving one space. A Horse card may **not** be used to move on a water space.

For every space that a marker would normally move (see Section B-5), it may move 1 or 2 spaces in water spaces. To move 2 spaces when one would normally be moved, the marker must be on a water space and both spaces to be moved into must be water spaces. Basically, on water spaces a marker may move twice as far as it normally would. *Water travel is fast.*

Moving on Water Spaces and Rivers: A player may use the same Boat card to move from water spaces to river dots, and vice-versa. Entering or exiting the river dot counts as moving one space.

Flying (Eagles & Flying Beasts): Eagles and Flying Beasts cards are very powerful; they allow players to move to any space on the board at any distance. Players may fly over any spaces, including forests & thickets, mountains & hills, and water.

Flying (to and from special terrain): Players may fly out of forests & thickets, mountains & hills, or water spaces to any space. When a player flies **to** a forest & thickets or mountain & hills space, he must stop on that space, and may not move again during that turn without a Cloak or Rope card (see forest & mountain rules). To land on a water space, a Boat card is needed.

Moving with Tom Bombadil: Tom Bombadil allows a player to pick up his marker and place it on any space within 6 spaces of his position. As with flying, he may move over forests & thickets, mountains & hills, or water, but to land on a water space, a boat is also needed.

B-7 USING THE CARDS

The cards in *Riddle of the Ring* are very important. Each player keeps his cards in his "hand", hidden from the other players. The cards available to be picked up by the players during play are kept in the stack of cards called the "deck". Discarded cards are placed on the "discard pile". If all of the cards are picked up from the deck, shuffle the discard pile and make it the new "deck".

PICKING UP CARDS

Picking up cards from the deck ends a player's turn. Because of this, players must do all their moving and have all their activities with other players before picking up any cards from the deck for that turn. They will be unable to use any cards they pick up until their next turns.

There are only 2 ways to pick up cards from the deck:

- (1) When a player ends his turn on a city, he may pick up 3 cards.

OR

- (2) When a player ends his turn, he may use **one** character card (such as Tom Bombadil or Saruman) to pick up cards from the deck. Each of these cards will say who may use the card and how many cards to pick up. Such a character card may be used from any space on the board.

Players may use only 1 city or 1 character card per turn to pick up cards from the deck - never a city plus a card or more than 1 card.

A player does not necessarily get to pick up cards at the end of every turn. For example, if he did not end his turn on a city or use a character card at the end of his turn, he cannot pick up any cards. A player who is unable or chooses not to pick up cards ends his turn by passing the die to the next player, after doing everything else he chooses to do during his turn.

PICKING UP CARDS FROM CITY SPACES

City spaces are shown on the board as follows:

Good City:	Seven Gold Stars
Evil City:	A Red Lidless Eye
Neutral City:	A Brown Triangle

Any player may use any city to pick up 3 cards (Good and Evil values are for battles). A player may not go back and forth between two Cities picking up cards. He must pick up cards from at least 2 other Cities before returning to pick up again from a City he has already used.



DISCARDING CARDS

Every time a player picks up any cards from the deck, he must discard 1 card from his hand. His hand includes the cards just picked up. If he uses a card to pickup from the deck, he must still discard 1 card from his hand in addition to the card used. After picking up from the deck and making the required discard, a player's turn is over. He should pass the die to the next player.

All discards are placed face up in the discard pile, one at a time, for all players to see. When all cards in the deck are gone, shuffle the discard pile and place it face down to the table to become the new deck. Then start a new discard pile. Cards are kept in continuous play. Players should not look through the discards - only the top card should show.

HOLDING CARDS

Cards picked up from the deck and cards taken from other players are kept in a player's hand above the table with only the backs showing.

A player may hold up to 10 cards in his hand at the end of his turn. Sometimes he may pick up cards which will make his hand total more than 10 cards. If he has over 10 cards, he must discard any cards he chooses so that he will be left with exactly 10 cards at the end of his turn.

If another player catches a player with over 10 cards after his turn has ended, that player goes immediately to the Halls of Mandos (see Section B-12). Players always have the right to count the cards in another player's hand. Cards taken after an incorrect Riddle do not count against the 10 card limit until the end of the player's next turn.

NOTE: *No player may give others information about another player's hand. Table talk is unfair and may unduly prolong the game.*

B-8 HOW TO USE THE CARDS

Directions on how to use each card are written on the face of the card. Cards may be used to:

- Help move a marker on the board (see Sections B-5 and B-6)
- Interact with the other players (see Sections B-9 and B-10)
- Pick up cards from the deck (see Section B-7)
- Win the game (see Section B-3)

A player may use cards in his hand at any time during his turn. He may use cards before or after moving his marker. When a player uses a card, he should place it face up on the table before him and read the use of the card aloud. If he is using it to have an activity with a particular player, he should name that player. No card should be placed face up on the table unless it is used immediately.

Many cards have only one use, but some cards have more than one use. Each card tells what it is used for and who may use it. The card also tells what to do with the card after each use:

- If "Retain" is indicated, the player must return the card to his hand for future use.
- If "Discard" is indicated, the player must place the card face up on the Discard Stack, out of play.

USING CLOAK, ROPE, AND BOAT CARDS

Cloak, Rope and Boat cards remain face up on the table if the player using them ends his turn on a forest & thicket, mountain & hills, or water space (ocean, lakes & swamps) respectively. Once on the table, these cards are never considered part of a player's hand. The player may use the same card over and over again as long as he ends each turn on the appropriate type of space. If he is not on the proper type of space at the end of his turn, the Rope, Cloak, or Boat card is placed face up in the discard stack (see Section B-6).

OBTAINING CARDS FROM OTHER PLAYERS

There are only 2 ways to get cards from another player. A player may get a card from, or lose a card to, another player through either a Friendly Exchange (see Section B-9) or a Power Play (see Section B-10). These are also the only two ways in which one player may engage in an activity with another player.

B-9 FRIENDLY EXCHANGES

When a player stops on, or beside, the space occupied by another player, he must immediately have a Friendly Exchange with that player before anything else is done. The player whose turn it is may not move again, have Power Plays, or do anything else until he has the Exchange.

Each player draws 1 card from the other player's hand so that they swap 1 card in an exchange. If one or both of the players have no cards, there is no exchange.

When a player stops on or beside 2 or more players, he must have a Friendly Exchange with each of them. The player whose turn it is gets to choose the order of having exchanges with the others. The card received from the first exchange is put in his hand before the beginning of the second exchange.

There is no limit to the number of Friendly Exchanges a player may have during his turn by using extra moves. Each time he uses an extra move, such as a Horse card, to stop on or beside a space occupied by another player, a Friendly Exchange must take place. Each Friendly Exchange must take place by moving to a different space than the previous one used.

When cards are held in a fan, the other player draws the card he wants, seeing only the backs of the cards. When the player holds his cards in a stack, the other player says how many cards up from the bottom or down from the top the card he wants is. Examples: Second card from the top, bottom card, etc.



B-10 POWER PLAYS

Power Plays are activities involving other players. Except for a Friendly Exchange (which is not a Power Play), every activity involving another player is a Power Play.

Players may make up to 2 Power Plays per turn. They may have 2 Power Plays with the same player or 1 with 2 different players. Players do not have to make any Power Plays, but they cannot have over 2 per turn.

There are 4 different kinds of Power Plays. The 2 Power Plays per turn may both be the same kind or 2 different kinds, as a player chooses.

THE FOUR KINDS OF POWER PLAYS

The four kinds of Power Plays are listed below. Players do not need to memorize this list. Instructions for using cards to make Power Plays are on the cards. Use this list for reference during the game.

(1) Clairvoyance: A Wizard, Elf Ring, Palantir, or Spy card may be used to see all the cards in another player's hand. The other player may resist an Elf Ring or a Palantir card by showing only *The Ring* card or his own character card instead of his entire hand. Other players should not see the card used to resist. The Wizard cards (Gandalf, Sauron, Galadriel, Balrog) and Spy cards cannot be resisted, even by another Wizard. Each attempt to see another player's hand, whether resisted or not, counts as 1 Power Play. Seeing two players' hands counts as 2 Power Plays.

(2) Riddles: A Riddle card may be used to draw 1 card at random from another player's hand and try to guess its title. Titles are in large print at the top of each card. Normally, guessing consists of stating **three** titles, one after another. However if the player you riddle has only 3 cards you only get two guesses, and if he has 1 or 2 cards you only get one guess. You have "guessed" right if the card's title matches any of the titles you stated.

If you guess right, you keep the card guessed and may try to guess another card in that player's hand (you may end the Riddle). If you guess wrong, the other player draws a card from your hand at random to keep and the Riddle ends. If the only card in your hand is a Riddle card, you cannot use it; you must have 1 other card to lose in case you guess wrong. Each Riddle card used, no matter how many cards you get with it, counts as 1 Power Play.

(3) Using a Card to Take a Card from Another Player:

Gollum: The *Gollum* card may be used to take *The Ring* card from any one player of your choice. Instructions are on the *Gollum* card. Use of *Gollum* counts as 1 Power Play, whether or not you get *The Ring* card.

Bilbo: The *Bilbo* card may be used to take the *Gollum* card from another player. Instructions are on the *Bilbo* card. Use of *Bilbo* counts as 1 Power Play, whether or not you get *The Ring* card.

Shelob: The *Shelob* card may be used to take one card from each of the other players. However, these cards must all be discarded. If *The Ring* or *Gollum* cards are chosen, they are not taken and there is no additional draw (it still counts as 1 Power Play).

Hobbit & Black Rider Cards: The character card of a Hobbit or a Black Rider may be used to **either** draw 1 card at random from any player's hand **or** to see the hand of the player indicated by the card, take the card of your choice from his hand, and finally give him the character card. Each Hobbit or Black Rider card used to take or draw a card is 1 Power Play. (Note: With only 2 players in a game, consider Variation O-13 in the Optional Rules to restrict draws of this type.)

(4) Battles: The cards with Battle Points (Armies, *The Ring*, Eagles, Flying Beasts, and most character cards) and cities may be used to attack another player after having a Friendly Exchange with him. Each Battle is 1 Power Play. See Section B-11 for a description of how to handle battles.

WHEN AND WHERE TO MAKE POWER PLAYS

Make Power Plays before and/or after moving but not while moving. Once started, a Power Play may not be interrupted by another activity, such as another Power Play.

Most Power Plays may be made with your marker at any distance from the other player's marker. Only Elf Rings and Battles require both players to be near each other on the board.

B-11 BATTLES

Battles are just one kind of Power Play, but certain conditions must occur and certain steps must be followed to have a battle.

STARTING A BATTLE

Any player **may** attack any other player after landing on, or beside, the space occupied by another player and having a Friendly Exchange with him. No player may start a battle at the very beginning of his turn, before moving. If a player has no cards for a Friendly Exchange, he cannot be in a battle.

Friendly Exchanges & Battles may take place across Rivers, in the ocean, or on any other kinds of spaces if both players are on the same or adjacent spaces. When a player is on a River Dot, only the 3 spaces which come together at that River Dot are adjacent to him.

Each battle, no matter how many different rounds it has, counts as 1 Power Play. A player may attack 2 different players per turn, but he may not attack the same player more than once per turn.

BATTLE FORCES

Any player may attack any other player with the proper kinds of forces. The kinds of battle forces are Good, Evil and Neutral. Neutral forces may be either Good or Evil, as a player using them chooses.

Good Forces



Evil Forces



Neutral Forces



The Attacker (the player whose turn it is) may only use forces opposite in kind to the defender. Any player may only attack a Hobbit with Evil and Neutral forces. Any player may only attack a Black Rider with Good and Neutral forces.

The defender always uses forces of his own kind. Hobbits always defend with Good and Neutral forces. Black Riders always defend with Evil and Neutral Forces.

BATTLE POINTS

Any card with "Battle Points" printed at the bottom is a battle force. Symbols at the top show whether the card is Good, Evil or Neutral. The number of battle points indicate how strong the force is in battle.

Cities of the proper kind (Good or Evil) may be used as forces in certain battles. If either player in a battle is on or beside a city of the proper kind (Good or Evil) for use by either side, that city can be used for one battle point by the appropriate player. The player using the City does not have to be on or beside it if the other player is on or beside it. Neutral Cities are not used in battles.

A Hobbit player **may** attack other Hobbits, and a Black Rider player **may** attack other Black Riders, using the rules on correct forces already given. This means that a player may not use his own character card to attack a player of his own kind, but he may use other forces under his control.

RESOLVING BATTLES

After a player has moved and had a Friendly Exchange, he may attack from that space at any time during that turn. If he moves again to another space on, or beside, the other player, he must have another Friendly Exchange before attacking.

The battle is resolved as follows:

- (1) The attacker presents one of his battle forces: an appropriate card from his hand with at least one battle point or an appropriate city (see "Battle Forces" above). Cards used are placed face up on the table until the end of the battle.
- (2) The defender may then present battle forces (appropriate cards and cities) to match (equal) the total number of battle points used against him by the attacker.
- (3) The attacker may then present another battle force (card or city).
- (4) The defender may try to increase his battle point total to match the attacker's battle point total.
- (5) This sequence of rounds may continue until the attacker presents more total points than the defender can match **or** until the attacker has presented a total of 5 battle points which the defender has matched. No player may use more than 5 Battle Points in a Battle.

Neither player is required to present battle forces when he wants to quit. The defender may surrender (lose) at any round of a battle by not presenting cards in his hand to match the attacker's points. The attacker may choose to settle for a tie by not presenting cards to start another round after the defender has just matched his points.

WINNING THE BATTLE

The attacker wins the battle if he presents more battle points (up to 5) than the defender can match. If the defender matches all the attacker's points, the battle ends in a tie. Only the attacker can win a battle; the defender may not present more points than the attacker and win a battle. The defender, however, may counter-attack when his own turn comes around, by following the same rules and starting a new battle, after moving and having a Friendly Exchange.

When the attacker wins a battle, he sees the entire hand of the loser. He then takes 1 card of his choice from the loser's hand and sends the loser to **The Halls of Mandos** (see Section B-12).



DISCARDING AFTER BATTLES

Except for cards with "Retain" printed after the battle points, all cards used in battle (both the attacker's and the defender's) are placed in the Discard Pile at the end of a battle. The only cards retained are *The Ring* card and a player's own character card. Such cards go back into the hands of the players who used them.

B-12 THE HALLS OF MANDOS (THE OTHER WORLD)

The "Halls of Mandos" (the Other World) space and The "Place of Returning" space (the space with two columns) are not considered part of the board. A player in the Halls of Mandos is beyond the reach of the other players. Players cannot **move** into either of these spaces and they cannot have Friendly Exchanges and Power Plays with those in The Halls of Mandos. The Halls of Mandos rules are special.

ENTERING THE HALLS OF MANDOS

A player goes to The Halls of Mandos if any of the following two things occur:

- Another player catches him with over 10 cards (see Section B-7).
- He loses a Battle (see Section B-11).

The player's marker is placed in The Halls of Mandos space when he goes to The Halls. The player keeps the cards he has left in his hand, up to 10 (discarding any excess, his choice).

ACTIVITY IN THE HALLS

While in The Halls of Mandos, roll the die when your turn comes around. Pick up 1 card from the deck each turn you end in The Halls of Mandos, but do not discard after picking up unless you have over 10 cards.

While in The Halls of Mandos, you may not have a Friendly Exchange or make a Power Play. You may not use cards in your hand, (except a Wizard) to escape (see the Wizard cards: Gandalf, Sauron, Galadriel or The Balrog). Cards such as Gimli or Ugluk may not be used to re-roll the die.

LEAVING THE HALLS OF MANDOS

You **must leave** The Halls of Mandos at the beginning of your fourth turn in The Halls of Mandos, after a maximum stay of 3 turns.

You **may escape** from The Halls of Mandos if your die roll result at the start of your turn is a 6 **or** by playing the proper Wizard card (Gandalf, Sauron, Galadriel, or The Balrog) after you roll the die.

When leaving or escaping from The Halls of Mandos, place your marker on any space within 6 spaces of the Place of Returning space (the space with a picture of two columns in the Mountains near the center of the board). After placing your marker, roll the die and take a normal turn, even if you have already rolled the die in The Halls of Mandos earlier during your turn. Until you roll the die to start a regular turn do not use any cards, and do not have a Friendly Exchange until you have moved.

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THE ADVANCED GAME

The Advanced Game consists of four recommended variations added to the Basic Game of *Riddle of the Ring*. Players are urged to use all four of them together, but they may be used separately or in any combination agreed upon by all the players in the game. These variations are:

- Using the "Gollum" spaces to play Gollum (A-1)
- Using the "Clairvoyance" spaces to see hands of players (A-2)
- Using the "Secret" spaces to hide cards (A-3)
- Allowing the winner of a battle to take the loser captive (A-4)

With these four additions to the Basic Game, players should get the maximum enjoyment from playing *Riddle of the Ring*. The Basic Game plus these four additions is called The Advanced Game. Other variations (see Optional Rules) in this booklet may be used separately or in any combination with either The Basic Game or the Advanced Game, as the group of players decides.

A-1 THE GOLLUM SPACES

There are several Gollum spaces on the game board; each is marked with a picture of a stone archway (see Key to the Board). To use the *Gollum* card, a player must not only have the card in his hand, but he must also have his marker stopped on any one of the Gollum spaces. This feature keeps a player with *Gollum* from automatically getting *The Ring* and requires him to use some travel power to use the *Gollum* card. Most of these Gollum spaces are in areas frequented by *Gollum*, a sly creature who likes out-of-the-way hideouts.

A-2 THE CLAIRVOYANCE SPACES

There are several Clairvoyance spaces on the board; each is marked with a picture of a crystal ball (see Key to the Board). Any player whose marker is stopped on any such Clairvoyance space may see the entire hands of 1 or 2 players within 6 spaces of that particular space. The other player(s) may not resist. Each use of a Clairvoyance space to see the hand of 1 player counts as 1 Power Play; to see 2 players' hands counts as 2 Power Plays.

This feature gives players a chance to see hands of nearby players, at some risk, without a Clairvoyance card. Clairvoyance spaces are especially useful when players have *The Ring* or their own character cards and can resist ordinary clairvoyance with Elf Rings or Palantirs. Most Clairvoyance spaces are located on the board in places associated with power or mystic vision in the story of Middle-earth (also see the variation presented in Section O-11).

A-3 THE SECRET SPACES

There are several Secret spaces on the board, mainly in remote areas; each is marked with a picture of a pile of rocks topped by a round stone (see Key to the Board). Any player who stops on a Secret space during his turn may hide from 1 to 4 cards. To do this he takes the cards from his hand and places them face down, half way under the board in front of him.

Hiding, retrieving or taking hidden cards is never considered a Power Play. Cards hidden by a player are never considered part of his hand while they are under the board. This is true whether he is stopped on the Secret space or not. Such cards are out of the game until picked up.

Retrieving Hidden Cards: To get back cards from a Secret space, the player who hid them must stop on that space. He may then pick up some or all of the cards, as he chooses, and put them back in his hand. He may do this at any time during his turn while his marker is stopped on that Secret space. A player may retrieve cards and then hide them again in the same turn, but he may not hide cards and then retrieve them during the same turn.

Hidden Cards are Out of Play: While cards are hidden at a Secret space, they are out of the game and cannot be used or examined by any player, even the player who hid them, until they are picked up by a player (the use of a Wizard card is an exception to this, see below).

Taking Cards Hidden by Another Player: Any player who stops on a Secret space where another player has hidden cards will find 1 card each turn while his marker is stopped on that Secret space. He mixes up the available cards without looking at them and then takes one at random, putting it in his own hand. The player who has hidden the cards should not know which card is taken. If more than one player has cards hidden in the same Secret space a third player stopped on that space may pick up only 1 card each time he stops there. He may select 1 card from the cards hidden by one player of his choice.

Seeing Hidden Cards with a Wizard: Any player may use a Wizard of his own kind to see cards hidden in any Secret space by any player. A player may do this by looking at the cards just as he would look at the cards in a player's hand with that Wizard, from anywhere on the board. This activity also counts as 1 Power Play. A Wizard is always retained after using it to see hidden cards - even Galadriel and Balrog are retained.

Taking a Captive's Hidden Cards: If a player is in captivity and is taken to a Secret space where he has cards hidden, the captor automatically gets all those hidden cards to put in his own hand. See the section on Captivity that follows this section.

Secret Space Strategy: Hiding valuable cards when you are vulnerable, or hiding less valuable cards as a bluff are both good strategies. There are several other excellent Secret space strategies which players will learn for themselves. Hiding cards may add to the length of the game, but it will encourage players to use more remote areas of the board.

A-4 CAPTIVITY

This condition is similar to being in The Halls of Mandos, with a few exceptions. The winner of a battle may look at the loser's hand, but **instead** of sending him to The Halls of Mandos and taking 1 card of his choice, the winner may take the loser captive by placing the loser's marker under his own marker.

The captive may not move his marker. His marker is moved by the captor wherever the captor's marker goes. While in captivity, a player rolls the die when his turn comes around and picks up 1 card every turn he ends in captivity. He does not discard (unless he has over 10 cards). He may not use cards in his hand (except a Wizard to escape as in The Halls of Mandos).

A player in captivity may not have Friendly Exchanges or make Power Plays, and other players may not have exchanges or Power Plays with him. These rules are exactly as those for the The Halls of Mandos.

Leaving Captivity: A captive player **must leave** captivity at the beginning of his fourth turn in captivity - after a maximum stay of 3 turns, as in The Halls of Mandos.

A captive player **may escape** captivity if your die roll result at the start of your turn is a 6 **or** by playing the proper Wizard card (Gandalf, Sauron, Galadriel, or The Balrog).

A captor **may voluntarily release** a captive during the captor's own turn by simply announcing that he wishes to do so. The captive then goes free when his own turn comes around. Between the time of the announcement to set him free and the captive's next turn, he is still in captivity and his marker goes wherever the captor's marker goes. Restrictions on Friendly Exchanges and Power Plays continue.

When leaving, going free, or escaping from captivity, place your marker on any space within 6 spaces of your captor's marker. Then roll the die and take a normal turn, even if you have already rolled while in captivity (just as in leaving The Halls of Mandos).

Riddling the Captive: The captor may Riddle the loser (see Section B-10) without a Riddle card after looking at the loser's cards and returning them to his hand. He may do

this immediately after the battle. Then, once during each of the captor's turns that the loser remains in captivity, his captor may Riddle without a Riddle card (at any time during that turn).

Such a Riddle is conducted exactly like a Riddle with a Riddle card, including the possibility of guessing another card if he has guessed right and losing a card if he guessed wrong. Since these Riddles of the captor do not use a Riddle card, they do not count as Power Plays.

NOTE: *The captor does not get to look at the captive's hand every turn. He may look at the captives hand only once, immediately after the battle.*

Taking a Captive's Hidden Cards: If the captor takes the captive marker to a Secret space where the captive has hidden cards, then the captor immediately gets all of these cards for his own hand.

Multiple Captivity: A Captor may hold any number of players captive at one time. Being in captivity is exactly like being in The Halls of Mandos except that a player goes where his captor takes him and his captor may Riddle him and take hidden cards.

If a captor himself is defeated in a battle and sent to The Halls of Mandos or taken captive himself, the markers of all his prisoners go into The Halls of Mandos or into captivity with his marker. These players go free from The Halls of Mandos or captivity when their next turns come around (i.e., they do not have to wait 3 turns). They follow the normal Halls/Captivity rules for leaving.

Strategy for Captivity: Captivity is useful when the winner of a battle has to choose between more than one key card held by the loser. It gives the winner a chance to get several cards from the loser or even his whole hand. He usually takes this chance at much greater risk than when he just takes 1 card and sends the loser to The Halls of Mandos.

Captivity is very useful to get cards hidden by a player or to forcibly move him to some specific area of the board.

THE OPTIONAL RULES

The following variations (optional rules) are not part of the Advanced Game, but they may be used separately or in any combination agreed upon by all the players in either the Basic Game or the Advanced Game. Each of these variations will change the game in different ways, such as new ways of winning and even working on teams.

With larger groups (4 or more) the variation in Section O-1, Partners, is the most exciting. Other variations are not as significant, but even small changes can make a big difference in the way the game plays. Each group of players will find variations to suit their particular needs at different times. The most important point is that all players agree on which variations are being used.

O-1 PARTNERS

Riddle of the Ring may be played by partners against partners (Hobbits vs. Black Riders) with groups of 4 or more players. Hobbits and Black Riders should sit in alternate seats around the board. It is preferable, but not necessary, to

have the same number of Hobbits and Black Riders on each team.

With an even number of Hobbits and Black Riders, the rules are exactly the same as in a game between individuals except that Hobbits may not Riddle or Battle other Hobbits, and Black Riders may not Riddle or Battle other Black Riders. When one Hobbit or Black Rider wins the game, then all his teammates win the game with him.

Whenever a card is drawn at random by a player from one of his partner's hands, a member of the opposite team should mix up the cards without seeing which ones they are and hold the cards while a card is being drawn or selected. This insures a random draw.

With uneven numbers of Hobbits and Black Riders, all rules are exactly the same as with even number except that the side having more players may pick up only 2 cards from the deck at each city. They still discard 1 card from their hands after picking up from the deck. This results in each side having rough equivalence in total cards and in an even game.

Strategy with Uneven Partners: The side with fewer players will build up their hands faster and thus have a slight advantage early in the game, while the side with more players may accumulate more total cards in a long game and thus gain a slight advantage. Since many games do not last long an optional feature is to start the team with the most players with 1 extra card at the beginning of the game (i.e., deal them 3 cards instead of 2). This minimizes their early disadvantage in hand size.

O-2 FRIENDLY EXCHANGES WITH PARTNERS

Friendly Exchanges with partners may follow the Basic Rules or any of the following variations for more interaction between partners:

- a. Each partner may select a card from his own hand that he will give to his partner. Neither partner should see the card he is to receive until he has selected the card he is going to pass.
- b. Each partner may make a specific request for a title of a card which he would like to receive from his partner. If the partner does not have it, or chooses not to give it, the basic rule or option "a" given above should be followed.
- c. Each partner may take the other's hand, look at it, and select the card of his choice from it. He then returns the balance of the hand to the original owner.

O-3 TABLE TALK WITH PARTNERS

Table talk is strictly forbidden in individual play, but there is often great temptation for partners to share information unfairly. Some players may prefer an option allowing unlimited table talk between partners. When using this option, players on one team should respect the time of the other team and not take too long during their turns discussing strategy.

O-4 CLAIRVOYANCE WITH PARTNERS

When playing partners without unlimited table talk, this option allows partners to communicate at a distance using clairvoyance cards or spaces. This rule brings to full

potential the power of the Elf Rings, Palantirs and Clairvoyance spaces.

Either player may use an Elf Ring or Palantir to see the hand of his partner, as he ordinarily would. If his partner also has an Elf Ring or Palantir, and shows it to all the players, then both partners may see each other's hands and briefly discuss strategy. Communication may continue until the first player (the player whose turn it is) ends his turn. The player whose turn it is discards the Elf Ring or Palantir as usual, but the other partner retains his.

If both partners (any two or more) are on Clairvoyance spaces on the board, they may look at each other's hands and discuss strategy as long as they remain on those spaces, no matter whose turn it is. The players may use any Clairvoyance spaces - they do not have to be within 6 spaces of each other. Players should limit their discussions during their own turns to allow other players to promptly take their turns as they occur.

O-5 WAIT ONLY ONCE TO WIN

This way of winning differs from the Basic Rule for winning. Once a player ends one of his turns on the Cracks of Doom (Hobbits) or Barad-dûr (Black Riders), he may win the game by showing *The Ring* card on any subsequent turn while on the same space (The Cracks of Doom or Barad-dûr). For example, a player may visit the winning area early in the game and then come back many turns later with *The Ring* card to win. The Basic Rule requires a player to wait before winning every time he goes to the winning area. This variation is suggested for games with 5 or more players playing as individuals, as it shortens the playing time for larger groups.

O-6 WINNING WITHOUT WAITING

When using this variation, a player wins if he simply shows *The Ring* card any time he is on The Cracks of Doom (Hobbits) or Barad-dûr (Black Riders). No waiting is required. Suggested for shorter, highly active games.

O-7 WINNING WITH ELF RINGS

This feature increases the value of the Elf Rings, which were, along with *The Ring*, the main object of Sauron's desire. All three Elf Rings together were a defense against Sauron's power. A player wins the game by showing that *The Ring* and all three Elf Rings are in his hand during his own turn. He may win from any space on the board (except The Halls of Mandos or while in Captivity). Other card combinations might be preferred, but we suggest only this one.

O-8 USING THE VICTORY SPACES AS CITIES

Entering into the mountain area surrounding Mordor is often costly and punishing for players. Some players may want to use The Cracks of Doom and Barad-dûr as cities so that players ending their turns on them may pick up 3 cards. If so, treat the Cracks of Doom as a Good City and treat Barad-dûr as an Evil City, each worth 1 Battle Point.

This feature will make some players less timid about going into the Mordor area where the game is won or lost, but will also make it more difficult to stop a player who otherwise would be vulnerable. It may give weak players in that area

an opportunity to strengthen their hands and become competitive. While this option may shorten the game, we discourage it because it removes the risk of going into Mordor to win.

O-9 SHORTER STAYS IN THE HALLS OF MANDOS

With 6 or more players playing individually, it takes longer for each player's turn to come around and being in the Halls of Mandos is more unpleasant than usual. Players may limit stays in the Halls of Mandos to two turns with six or more players playing individually. (This rule may also be applied to Captivity.)

O-10 QUICK EXIT FROM THE GAME

With 6 or more playing individually, those sent to the Halls of Mandos must drop out of the game until there are only 5 players remaining. After there are only 5 players left, normal rules for the Halls of Mandos apply. Cards of players dropping out are placed face-up on the discard stack, one at a time. If one of these cards is *The Ring*, the player who caused the discarding player to drop out must take *The Ring*. (This rule may also be applied to Captivity.)

O-11 RESISTING CLAIRVOYANCE SPACES

This rule makes Clairvoyance spaces similar to Elf Rings by allowing players to Resist Clairvoyance from such spaces by showing only *The Ring* or their own character cards instead of their entire hands. This variation increases mystery in the game and makes Wizards more powerful.

O-12 ONCE THROUGH THE DECK

For a different but not necessarily short game go through the deck only once. All discards are out of the game. This Discard stack is not reshuffled. When a player has no cards in his hand and the pick-up stack is depleted, he is out of the game and his marker is removed from the board.

O-13 RESTRICTING PLAYER CARD DRAWS

This rule allows players to draw a card from a Hobbit only with a Hobbit card or from a Black Rider only with a Black Rider card. Ordinarily they can draw from any player with either a Hobbit or Black Rider card. This variation is suggested for experienced players to reduce the number of "free shots" these Hobbit and Black Rider cards allow - especially with only 2 or 3 players in a game (Read instructions on any Hobbit or Black Rider card).

O-14 SHELOB'S FEAST

This variation allows any player using the Shelob card to draw and discard additional rounds of cards (one card from every other player). These rounds continue until the end of the first round during which at least one "good meal" card is drawn.

A "good meal" card is any one of the following types of cards: character cards, horse cards, army cards, eagle cards, and flying beasts cards. By agreement among the players (before play begins), any or all of the following character cards may be excluded from the "feast" (i.e., treat as *The Ring* card or the *Gollum* card): Tom Bombadil, Sauron,

Gandalf, Galadriel, and the Balrog. We recommend the first three of these.

O-15 BILBO RESISTS GOLLUM

This variation allows any player who has both *The Ring* card and the *Bilbo* card to resist the use of the *Gollum* card. Such a player may merely show the player of the *Gollum* card his hand; the *Gollum* card is then discarded normally. The other players may be deceived into thinking that the player does not have *The Ring*.

O-16 THE ENHANCED TWO-PLAYER GAME

This final variation is only for those experienced players who want to use up to four Hobbit markers and up to four Black Rider markers in a two-player game. One player decides to be the Hobbits and another player the Black Riders. Each player starts as in the Recommended Game, with one Hobbit or Black Rider marker and two cards. The rules are exactly the same as in the Recommended Game with the following additions and changes:

After the first turn, each player may either continue to use the hand and marker of the original Hobbit or Black Rider he chose to be, or he may bring in an additional Hobbit or Black Rider (starting with 2 cards) at The Shire and use that character. A player may not use more than one character per turn (move that character's marker and use cards in his hand) even if he has brought in all four Hobbits or Black Riders.

As with partners, a player may not Riddle one of his own kind or Battle him. Any time a player draws a card at random from one of his own characters, the other player should mix the cards up in that hand (without seeing which cards they are). The hands of the four individual Hobbits and Black Riders should be kept in separate stacks on the table, and can be marked with a note card or heavy object such as a fantasy miniature, rock or coin. The separate hands must be clearly distinguishable.

Friendly Exchanges in this variation may be as in the Basic Game, or as in the variation in Section O-3, Friendly Exchanges with Partners. The Enhanced Two-Player Game may be combined with other variations for additional activities.

Remember, use only one character's hand and move that character's marker per turn. For example, if you are the Hobbit player, you might first use Frodo, then Sam for two turns, then Merry, then Frodo again, etc., as you choose. Players may look only at the cards in the hand of the player they are using during any one turn, unless they use clairvoyance or both players agree otherwise. This puts a premium on memory.

If you are a wargamer, or if you want even more complexity than is offered in the Recommended Game, then this variation may be for you. In this variation all four Hobbits and all four Black Riders do not have to be brought into play. Players may limit each side to 2 or 3 active characters if they choose, for a slightly less complex scenario.