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For best results, print on card, laminate and trim to size.	

THE LORD of the RINGS

Setup

Place the **Master board** on the table and Sauron on space **12** of the **Corruption track**. Place an **Activity marker** on the *Bag End* space.

Place the **Moria Conflict board** below the master board. Place the **Event marker** on the hourglass space to the left of the title and 1 Activity marker on the first space of each of the **Activity tracks**.

Shuffle the 6 gold **Gandalf runes** and place them facedown next to the boards, along with the remaining runes faceup and the **Heart, Sun, and Ring Life tokens** faceup. Shuffle the square **Story tiles** and place them facedown near the Moria board as the **Story pile**.

Shuffle the **Quest cards** and place them facedown next to the Master board as the **Quest deck**.

Sort the **Legendary cards** to match their locations on the Master board, in this order: *Rivendell, Moria, Lothlórien, Helm's Deep, Shelob's Lair*, and finally *Mordor*. Stack them faceup above the Master board locations.

Display the 5 **Gandalf cards** faceup, side by side.

Deal out 1 **Hobbit card** facedown to each player, according to the number of players: **2 player:** Frodo and Sam; **3 player:** Frodo, Sam, Pippin; **4 player:** Frodo, Sam, Pippin, Merry; **5 player:** Frodo, Sam, Pippin, Merry, Fatty. Each player places his Hobbit card faceup in front of himself, and takes the matching **Hobbit marker** and places it on space **0** of the Corruption track. Unused Hobbit cards and markers go back in the box.

Frodo starts as the **Ring-bearer** and takes the **Ring token**. He begins the game; play proceeds clockwise.

Players should discuss and coordinate all actions. They may freely talk about the cards they have in hand, but may not reveal them. They may not exchange cards or tokens unless a card specifically tells them to.

The Master Board

When the Activity marker is on one of the **Safe Havens** (*Bag End, Rivendell, and Lothlórien*), the players must perform each action listed above the location's space, in order from left to right. The Ring-bearer acts as the active player.

After the actions have been resolved, move the Activity marker to the next location.

Conflicts

The *Moria, Helm's Deep, Shelob's Lair*, and *Mordor* locations on the Master board have a corresponding **Conflict board**. When the Activity marker is on one of these locations, set up its board below the Master board, replacing any previous Conflict board.

Place an Activity marker on the first space of each **Activity track** and the Event marker on the first space of the board's **Event track**. All **Story tiles** are shuffled into a new facedown stack at the beginning of each Conflict.

Turn the **Legendary cards** belonging to the Conflict board faceup.

Turn Sequence During Conflicts

During a Conflict, players take turns beginning with the Ring-bearer and going clockwise. The player currently taking his turn is the **active player**, and takes these steps in order:

1. Reveal Story Tiles

Reveal the top Story tile and place it faceup in front of all players. The icons on the tile are immediately resolved, then the tile is placed faceup in a discard pile (players may *not* look through these tiles).

Keep revealing Story tiles and carrying out the instructions until a tile showing one of the Activity symbols appears (*Friendship, Traveling, Hiding, or Fighting*), or until the Conflict ends.

When an Activity symbol is revealed, advance the corresponding Activity marker by one space and perform the action for that space.

If that Activity track is not on the board, or if the marker already occupies the last space of that track, choose another Activity track and advance the marker on it.

Story tiles that have a symbol not shown on the board act as **wild cards**. The active player may advance *any* of the Activity markers.

2. Play Cards

Once a Story tile is revealed that advances a marker on an Activity track, proceed to this step. You may play up to 2 **Quest** or **Legendary cards** from your hand, a *maximum of one brown and one grey*.

For each Activity symbol shown on **one side** of the card (*Friendship, Traveling, Hiding, and/or Fighting*), advance the appropriate Activity marker onto the next space and resolve it. If a marker advances multiple spaces in one move, resolve the effects of *all* spaces it passes over. Each card must be resolved before the next card may be played.

If a card played shows more than one symbol, the respective Activity marker moves one space for each symbol unless the end of the track is reached.

A resolved card is placed faceup in a discard pile.

Playing **Legendary Story cards** or discarding cards to pay for an effect does not count toward the 2 card limit during a player's turn.



Star symbols are wild, and may be played as any Activity symbol. When a card with more than one star symbol is played, all stars must be applied to the same Activity track.

When a card with 2 star symbols is discarded to pay for an effect, these may represent *any* 2 symbols (even different ones), but each card can only affect one Activity track played from a player's hand.

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

Refresh Option The active player may choose not to play any cards during this step. Instead, he can either draw 2 Quest cards, or move his Hobbit marker one space to the left on the Corruption track.

When the Quest deck has been exhausted, remove the used Legendary cards and Gandalf cards from the discard pile and place them in the box; they are not used for the rest of the game. Reshuffle the remaining Quest cards to form a new Quest deck.

The Power of the Ring

Once during each Conflict, the Ring-bearer may put on the Ring, either after the active player reveals a Story tile or after the active player resolves a tile or card. The Ring-bearer may put on the Ring even if it isn't his turn.

Place the Ring token on the Ring-bearer's Hobbit marker. He then rolls the **Threat die** and bears any negative consequences; then advances the Activity marker on any one Activity track by this number of spaces: **4 minus the number of symbols on the die**.

This number of spaces is not influenced by Hobbit cards or **Legendary Story cards** which limit corruption.

Spaces moved over or landed on in this way are *not* carried out. The marker's advancement may stop prematurely *only* if it reaches the end of the track.

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

End of a Conflict

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

When the last space on the main Activity track is reached and all spaces have been resolved, the active player then finishes his turn.

At the end of *Moria, Helm's Deep, and Shelob's Lair*, the following happens:

1. Descent Into Darkness



Each player must now have one of each of the 3 **Life tokens (Heart, Sun, and Ring)**. For *each token missing* from his collection, he must move his Hobbit 1 space to the right on the Corruption track. Extra Life tokens have no effect.

2. Determine Who is the Ring-bearer

The player with the most Ring Life tokens becomes the Ring-bearer. In a tie, the Ring goes to the tied player sitting closest to the current Ring-bearer's left.

Then return all Heart, Sun, and Ring tokens to their piles. The new Ring-bearer draws 2 Quest cards from the deck and places the Ring next to his Hobbit card.

Events

As soon as a *Cycle of Time* Story tile is drawn, the Event marker progresses to the next Event space on the current Conflict board, and that Event is resolved.

The symbols ● (with a dot), ● (with a dot and a slash), and ■ have the same effect as when rolled on a Threat Die. The symbol ○ means that the active player may move his Hobbit one space toward the left side of the Corruption track, if possible.

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

“*Each player:*” all players must follow the instructions and consequences independently. The active player starts, with *all* players following in clockwise order.

If the “*group*” must act, all of the players must decide between them who contributes to fulfill the instructions.

Corruption and Elimination

The Hobbits can move in either direction on the Corruption track, but Sauron always moves to the left or remains in his current space. **If a Hobbit's marker enters the same space as Sauron, or moves past him, that Hobbit is eliminated from the game.**

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

If eliminated, the player ends his turn immediately and all of his cards and Life tokens are discarded (he keeps his runes for the final scoring only). The game continues and he may act as an advisor.

If a player is eliminated after revealing a Story tile, the tile must still be resolved. If eliminated during an “*Each player:*” Event, the Event must still be resolved by the remaining players.

The Journey Continues

After players successfully resolve the *Moria* board, advance the Activity marker on the Master board to *Lothlórien* and distribute the *Lothlórien* Legendary cards to the players.

After *Lothlórien*, continue to *Helm's Deep*, *Shelob's Lair*, and finally *Mordor*.

Ending the Game

The game concludes when:

The Ring-bearer is eliminated from the game.

The “*Ring is Mine!*” Event is resolved in *Mordor* (this cannot be avoided once encountered).

The Fellowship destroys the Ring.

Destroying the Ring

To destroy the Ring, the Ring-bearer must reach the end of the main Activity track on the *Mordor* Conflict board.

If the consequences of the last space's Threat die roll do not eliminate the Ring-bearer, the Conflict ends and the Ring token is placed on the Ring depicted on the board.

Now none of the players are considered the Ring-bearer, and the Fellowship can attempt to destroy the Ring.

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

If the active player is not eliminated as a consequence of the roll, the Ring is successfully destroyed and the active player receives 1 of the facedown gold runes.

If the active player is eliminated as a consequence of the roll, then the Threat die is passed clockwise to the next player, who now becomes the active player and rolls the Threat die and so on, until either the Ring is destroyed or all players are eliminated.

Scoring

If the Ring is destroyed, all players (including eliminated players) score 60 points plus the combined numbers on the unspent Gandalf Rune tokens collected as a Fellowship.

If the Fellowship reaches *Mount Doom*, but all players are eliminated before destroying the Ring, they score 60 points, but rune totals are not added in.

If the Ring-bearer is eliminated before reaching the final space in *Mordor*, the game ends immediately, and the players score equal to the point value of the current space of the Activity marker on the main Activity track. Unspent runes do not count.

Game Variants

Introductory Game Sauron starts on space **15** of the Corruption track.

Expert Game Sauron starts on space **10**.

Pass the Ring If the current Ring-bearer is eliminated from the game for any reason other than meeting Sauron on the Corruption track, the player to his left becomes the new Ring-bearer, and the game continues.

Equal Turns Ignore the rule that the Ring-bearer starts each Conflict and continue playing clockwise instead. Use a token to indicate the active player.

Competitive Game

Keep all runes facedown and do not show their values to the other players. If the Ring is destroyed, each player scores 60 points plus a bonus equal to the sum of all the runes he collected (whether or not he is still in the game). The highest scoring player is the winner.

Additionally, if the Ringbearer possesses 3 or more Ring tokens when his Hobbit meets Sauron on the Corruption track, he wins and he alone scores the point value of the current space of the marker on the main Activity track, while all the other players score zero.

THE LORD of the RINGS

Activity Tracks



Silver Gandalf Rune Take a rune with a value of **1** and places it faceup in front of you. Runes with higher values may be used to replace the corresponding number of lower value runes.



Gold Gandalf Rune Randomly take 1 of the special runes placed facedown at the start of the game, and place it faceup in front of you.



Life Token Take 1 of the corresponding Life tokens. This token stays in front of your Hobbit card until the end of the Conflict.



Legendary Card Take the depicted Legendary card. Add it to your hand; it may be used on the same turn, if applicable.



Purity Move your Hobbit 1 space to the left on the Corruption track, if possible.



Threat Die Roll the Threat die. If a space includes an instruction to roll the Threat die, do not roll the die until you have finished carrying out all other space instructions. The Threat die must be rolled before you can play another card.

The Threat Die

Whenever the  symbol is encountered, the Threat die must be rolled with the following results:



Saeron moves 1 space toward the Hobbits on the Corruption Track.



The active player moves his Hobbit a number of spaces equal to the number of symbols shown toward Saeron on the Corruption track.



The active player must discard 2 cards from his hand.

Story Tiles

After each of these are resolved the active player must then reveal another Story tile.



The Ring's Influence The Ring-bearer must move his Hobbit marker 1 space toward Saeron on the Corruption track.



Sauron's Will One player must volunteer to advance his Hobbit 2 spaces toward Saeron on the Corruption track, otherwise Saeron moves 1 space toward the Hobbits.



Cycle of Time Move the Event marker to the next Event space on the current Conflict board and resolve the stated Event.



Out of Options If the Fellowship discards 3 cards between them, there is no effect. If not, the next Event occurs, as stated under *Cycle of Time*.



Losing Ground If the Fellowship discards 1 card, any 1 Life token, and a single rune between them, there is no effect. If not, the next Event occurs, as stated under *Cycle of Time*.

Gandalf Cards

At any time during the game, unless otherwise stated, any one player may call **Gandalf** for help by discarding runes with a total value of **5**. The active player then decides which of the Gandalf cards to use and how to apply it.

Gandalf cards may be used after revealing a Story tile, but before resolving it. They are used once, applied immediately and then discarded.

Healing Choose a player (even yourself) to move his Hobbit marker up to 2 spaces to the left on the Corruption track.

Persistence Choose a player (even yourself) to draw 4 Quest cards from the deck.

Guidance You may use this card as if you had just played or discarded a card with 2 wild (star) symbols.

Foresight Look at the top 3 Story tiles and arrange them in any order before putting them back on top of the pile.

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

Legendary Story Cards

Green **Legendary cards** may be played from a player's hand at any time, unless otherwise stated. Story cards do not count toward the limit of 2 playable cards during a turn. The player decides how the card is applied.



Miruvor Allow any player to pass 1 card to another player.



Belt of Galadriel Play this card on any player instructed to make 1 Threat die roll, before the roll; he does not have to roll. May be used at *Mount Doom* but not when a Hobbit puts on the Ring.



Mithril Shirt Ignore the results of 1 Threat die roll (play this card on any player after he has rolled). May be used at *Mount Doom*. When a Hobbit puts on the Ring, this card does not influence the number of spaces that the Activity marker advances.



Athelas If any player is missing 1 or more Life tokens, the player does not bear the negative consequences (play this card on any player at the end of a Conflict or in one of the corresponding Events in *Mordor*).



Gandalf's Staff Ignore all of the effects of a *Out of Options* or *Losing Ground* Story tile. The Fellowship does not need to discard any of the depicted items, and the Event marker is not moved to the next space. Cannot be applied to a *Cycle of Time* tile.



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



Elessar Any player may move his Hobbit marker 1 space toward the left of the Corruption track, if possible.



Lembas Any player may discard as many cards as he wishes and then draw cards from the Quest deck until he has a hand of 6 cards.



Gollum This card is a triple wild (star) card that may be used when discarding symbols, or to advance 3 spaces on one Activity Track. In both cases, the player who played it has to roll the Threat die immediately thereafter. If this card is discarded for any effect other than its 3 star symbols, the Threat die is not rolled.