

Lord of the Rings – Taking Your Turn

1. Reveal the next event tile

- If it's an Activity tile, immediately reveal one Foe, then advance the appropriate marker.
- If it's an Evil tile, act it out, then reveal the *next* event tile. Repeat until you reveal an Activity tile – then advance the appropriate marker. (Do not reveal a Foe.)

2. Take an action

You can now choose to do *one* of the following:

- Play one or two Hobbit cards from your hand. If two, one must be white and one must be gray.
- Draw two Hobbit cards from the deck.
- Move your Hobbit back one space on the corruption line.
- Defeat the left- most Foe without paying its “price”.

3. Done

Free Actions

On your turn

- Pay the “price” to defeat the left- most foe.

At any time

- Purchase and immediately use a Gandalf card.
- Play yellow Resource cards from your hand.
- Use your personal special ability card (once per game).
- Put on the ring, if you're the Ring- Bearer (once per scenario). This may even be done between a tile being flipped over and the results occurring. Roll the die, accept the results, and move (four spaces minus the number of symbols on the die). Ignore the effects of the spaces you cross this way, as you are invisible.

Foes and Game Flow

Bypassing Scenarios

● Going Around Moria

At the end of Bree, if no Foes are displayed, the group may decide to go around the mountains and omit both Moria and Lothlórien. If the Ring-Bearer wishes, he may roll the die to risk meeting the Elves anyway – he may look through the Lothlórien feature cards and distribute *one* to each player. Either way, reveal four Foes before proceeding to Isengard.

● Avoiding Helm's Deep

At the end of Isengard, if no Foes are displayed, the group may use the weakness of the dark forces to avoid fighting at Helm's Deep. If so, reveal four Foes before proceeding to Shelob's Lair.

● Passing Shelob's Lair

At the end of Helm's Deep, if no Foes are displayed, the group may discard either the **Book** Feature card (from Moria) or the **Shadowfax** Feature card (from Helm's Deep) to omit Shelob's Lair. If so, reveal four Foes before proceeding to Mordor.

Ending the Game

Losing

The game is *lost* if the Ring-Bearer is eliminated from the game (Sauron captures the ring), an event with a “large eye” is encountered (Sauron rules Middle Earth), or if any player's turn concludes with eight or more Foes displayed (Middle Earth overtaken by the dark armies).

Ring Victory

If the fellowship reaches the top of Mt. Doom and manages to destroy the ring, the game is *won*. Note that there must be fewer than eight Foes displayed at the end of the game; otherwise, Middle Earth has still been lost to Sauron's armies.

Military Victory

If all the Foes are defeated, Sauron cannot take Middle Earth. However, after eliminating the entire Foes deck, the fellowship must face Sauron's final guard at the *Black Gate*. Pick out the eight Foes* whose “price” includes a black symbol (either a die roll, the eye of Sauron, or levels of corruption) and shuffle them into a new Foes deck. If these final eight Foes are defeated, the game is *won*.

* *Morgul Rats, Olag-Hai, Orcs of the Red Eye, Shagrat's Patrol, Uruk-Hai, Wars, Wolf Riders, and Wolves*